

NOVEMBER 1984

THE SKY'S THE LIMIT

\$1.75

# GAMES

*"Toto, I have a feeling  
we're not in Kansas  
anymore."*

And we're not in Oz, either.  
Enter the enchanted city  
and name all the games  
here and on page 29.

## WIN 100 GAMES

Rules, page 4  
Clues in the Games 100,  
pages 30-48





# A world of flavor in a low tar.

# MERIT



Low Tar  
'Enriched Flavor.'  
Kings & 100's.



© Philip Morris Inc. 1984

Kings: 9 mg "tar," 0.6 mg nicotine—100's Reg: 11 mg "tar," 0.7 mg nicotine—  
100's Men: 10 mg "tar," 0.7 mg nicotine av. per cigarette, FTC Report Mar.'84

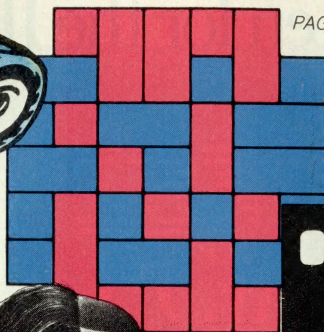
Warning: The Surgeon General Has Determined  
That Cigarette Smoking Is Dangerous to Your Health.



PAGE 10



PAGE 60

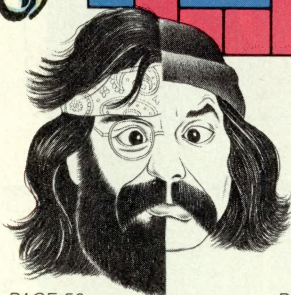


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## CONTESTS

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Smooth Sailing ★

Uphill Climb ★★

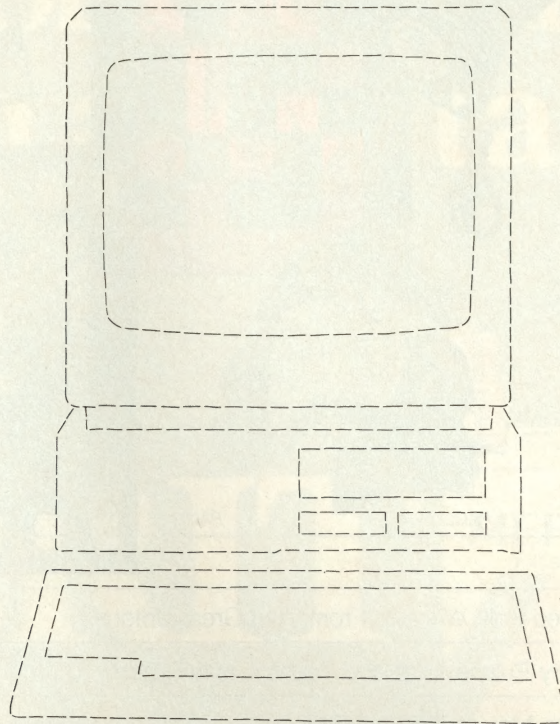
Proceed at Your Own Risk ★★★

Mixed Bag ★★

Cover Construction Don Wright Photograph Walter Wick Puzzle Robert Leighton



Picture a computer under \$1000  
that runs over 1000 of the best programs  
written for the IBM PC.





# Now picture this.

There's a lot that's new about PCjr and it's all good news for you.

PCjr now has a lower price. A new typewriter-style keyboard.

A new option that can give

user memory a dramatic boost.

And new business and personal programs to add to its fast-growing library of up-to-date programs.

All of which can make PCjr the most useful computer a little money can buy.

It comes standard with 128KB of user memory — twice the memory of its most popular competitor. An advanced 16-bit processor. And a double-sided diskette drive that can store over twice as much information as most single-sided drives.

With all these features, PCjr can run over a thousand of the most popular programs written for the IBM PC. And with the new optional 128KB Memory Expansion Attachment,

it can run over a thousand more.

PCjr also runs a growing number of powerful cartridge programs. They work faster than



diskettes, and don't take up a bit of user memory. The three newest examples being Lotus 1-2-3,™ the fascinating PCjr ColorPaint and Managing Your Money™ by financial expert Andrew Tobias.

As its library of software keeps growing, PCjr keeps growing, too. By leaps and bounds. Because IBM designed it with 13 ports for add-on options. And a modular construction that will accept new capabilities down the road. Even those that haven't been invented yet.

All this in a

computer that weighs a mere 10 pounds.\*

Takes up just a bit over a square foot of desk space. And costs less

than \$1,000†,

without monitor.

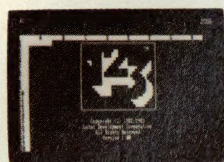
Picture yourself with a PCjr.

Try one out and see what's

new at an authorized IBM PCjr

dealer or IBM Product Center.

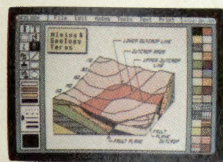
For the name of the store nearest you, call 1-800-IBM-PCJR. In Alaska and Hawaii, call 1-800-447-0890.



Right now, PCjr can run the powerful Lotus 1-2-3™ on diskette (with Lotus 1-2-3 PCjr Installation Kit and additional memory). The new cartridge version, requiring no additional memory, will be available this fall.



Managing Your Money™ by Andrew Tobias, new on cartridge for PCjr, is a comprehensive personal financial advisor and manager.



Turn your screen into a canvas. The new cartridge program, PCjr ColorPaint, lets you create with the added dimension of color.



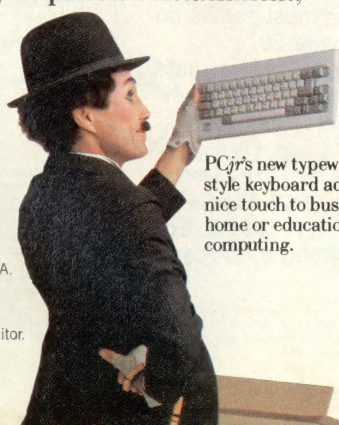
The new PCjr Memory Expansion Attachment can give memory a quick lift to 256KB. Or, along with a PCjr Power Expansion Attachment, all the way to a hefty 512KB.



## More computer for your money.

See how PCjr compares with other computers at its price.

Memory	Software
User Memory (RAM): 128KB (expandable to 512KB)	Runs over 1,000 programs written for the IBM PC
Permanent Memory (ROM): 64KB	Runs both diskette and cartridge programs
Diskette Drive	Display
Double-sided, double density	40- and 80-column
Capacity: 360KB	Resolution:
	4-color: 640h x 200v
	16-color: 320h x 200v
Processor	Expandability
16-bit 8088	Open architecture
Keyboard	Optional 128KB Memory Expansion Attachment(s)
Typewriter-style	13 ports for add-ons, including built-in serial interface
Detached; cordless	
Warranty	
1-year limited warranty	



PCjr's new typewriter-style keyboard adds a nice touch to business, home or educational computing.

# IBM PCjr

Growing by leaps and bounds.

Managing Your Money is a trademark of MECA. 1-2-3 and Lotus are trademarks of Lotus Development Corporation.

\*Weight does not include power pack and monitor.  
†IBM Product Center price.



CONTEST ★★

**Grand Prize**  
The entire Games 100,  
including the Hall of Fame  
(see pages 29-48)  
**20 Runner-Up Prizes**  
One game drawn from  
our grab bag

# CITY LIMITS

FOR A CHANCE TO WIN  
THE ENTIRE GAMES 100,  
NAME THE 51 GAMES REPRESENTED  
ON THE COVER AND  
ON PAGE 29.



**S**omewhere over the rainbow—and also on our cover—is a city in the clouds, a metropolis powered by perpetual motion machines and the constant whirling of dice. The only known route to the enchanted city is through a break in the clouds over an edifice called Cloud Tower, seen on page 29. Find your way there and name all 51 games that went into both constructions for a chance to win the annual Games 100 Contest.

This year, the grand prize winner will receive not only the items in the Games 100, but also the classic games honored in the newly created Games 100 Hall of Fame—a prize of 110 games in all.

**Entering** Components from 51 games reviewed in this issue's Games 100 and Hall of Fame were used in the photographs on the cover and on page 29. (The light on top of the cover flagpole is not from any game, and one piece spans both photos.) On a sheet of paper, list the

games having components pictured in these two photographs—by the numbers assigned to them in the Games 100 reviews (pages 30-48) or by the full names given in bold-face type in the Games 100 Hall of Fame reviews. List the numbers first, from lowest to highest; then add the names from the Hall of Fame. Send as many entries as you like, but each entry must be mailed separately. Don't forget to include your name and address on each entry. All entries become the property of GAMES. **Winning** The winning entry will be chosen at random from those that correctly identify the most games on the cover and on page 29. **IMPORTANT:** Any entry that lists more than 51 games (or their corresponding numbers) will be disqualified.

Mail your entries to: **City Limits, GAMES Magazine, 515 Madison Ave., New York, NY 10022. Entries must be received by December 15, 1984.**

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*You must be reading my mind.*

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THE PRINCE OF WALES (1921-1936)

*It whispers.*





# HOLD EVERYTHING!

**JVC introduces the video camera with a VHS tape deck built right in.**

It's the biggest advance in movie-making since the talkies.

JVC® presents the VideoMovie—the first video camera for home use that has its own VHS video deck in one self-contained unit.

JVC's VideoMovie weighs only a fraction of conventional home video camera systems. There's no bulky "straphanger" deck to lug around. And it's

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Unlike other camcorder formats, VideoMovie can plug right into your TV set for playback without any other equipment. We even give you the cable to do it. And we're sure you'll find the picture quality absolutely superb.

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Check out the VideoMovie at your nearest JVC dealer. We've put movie-making right in your hands.



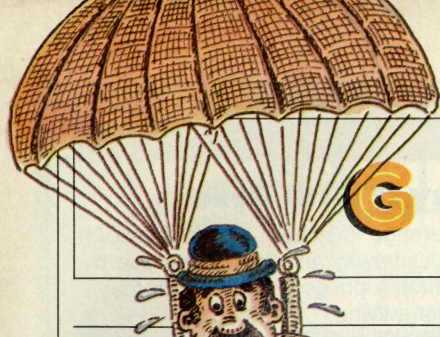
so compact it fits easily under an airline seat, in a suitcase or even a knapsack.

To make it all possible, JVC had to invent a



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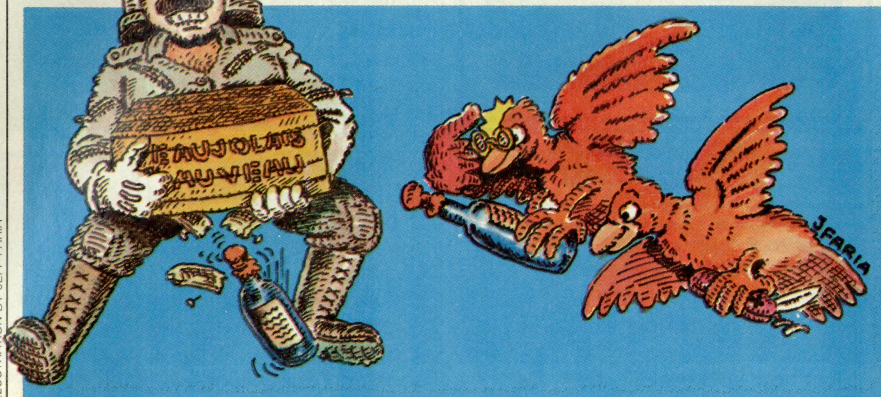




# GAMEBITS

Edited by Curtis Slepian

ILLUSTRATION BY JEFF FARIA



## In Vino Very Fast

France's most frantic cross-country race is cheered on not by delirious bicycling fans but by thirsty oenophiles. In mid-November, seemingly all Gaul rushes toward the English Channel en route to London with bottles of Beaujolais Nouveau. A red wine ready for drinking only three months after the grapes are picked, Beaujolais Nouveau ages quickly; merchants advise buyers to drain their bottles by January or face the sour consequences.

Though noted for its beer imbibing, Britain does its part to insure that none of the vintage turns to vinegar. Weeks before the wine is released, liquor stores and restaurants advertise the hour their supply of Nouveau will arrive. Some hotels throw wine-tasting parties, and restaurants offer special menus designed to complement the wine—or the best guess at what that year's wine will be like.

At midnight sometime in the middle of November, the French open their wine cellars and the race to deliver the Nouveau is on in earnest. Sports cars are the vehicles most often pressed into service. Laden with as many cases as can fit into a Ferrari, drivers roar through the darkness to catch the Hovercraft to Dover. (Most stores admit their regular delivery systems are just as fast, but there's no romance in the thought of a truck bouncing down a highway at 3 A.M.)

Airplanes are also used regularly, and at least one merchant each year decides to fly his wine from France by helicopter. Usually, the chopper lands

in a parking lot or some other convenient spot, but when no safe landing area was available some years ago, a store in downtown London arranged for a military paratrooper to jump with the wine. Customers watched as he leaped from the helicopter, waving a bottle of Nouveau—only to lose his grip as he pulled his ripcord and drop the bottle into the Thames.

—Fran Severn

## Life In the Express Line

If you think your supermarket is high-tech because its front doors open automatically, take your shopping list to a store in Yokahama, Japan, where robots have all but replaced humans.

In this futuristic market, budget-minded shoppers needn't keep a mental running tally of their purchases: The shopping carts are equipped with built-in calculators. And to help steer shoppers in the right direction, a unit resembling a scaled-down cart advertises daily specials. As it weaves through the store, holding samples of good buys, its sound system plays a jingle and gives a continuous sales pitch. In the deli department, customers punch instructions into an automatic meat slicer that cuts, weighs, and wraps cold cuts while you wait.

At night, a self-propelled forklift replenishes shelves as it moves along thin, striplike tracks in the aisles.

About the only place where robots aren't in charge is the check-out counter. While laser scanners read the prices and keep track of inventory, humans handle the cash.

—F. S.

## Right On the Button

In the days when Thomas Jefferson hit the campaign trail, a political button was, literally, a button, usually made of pewter or brass to be sewn onto a shirt.

Later, these buttons evolved into studs or pins, some of them miracles of ingenuity. One, shaped like a small bee, spread its spring-operated wings to reveal the faces of the candidates.

Today, in the age of plastics, talk is cheap, as millions of inexpensive political buttons flood the land during election years. Many of these carry straightforward messages, like "I Like Ike" or John F. Kennedy's "On the Right Track with Jack." But some of the more obscure ones are now little round historical puzzles.

Below are 10 buttons from the last century. Can you name the candidate—winner or loser—and the year of the campaign?

—M. E. S.

Answer Drawer, page 72



PHOTOGRAPH BY AARON BEZNY



## Played Any Good Books Lately?

The plot goes something like this: An intrepid adventurer, under orders from his agency, must fly to South America to locate a lost city of fabulous wealth. Along the way he will meet untold perils, aided only by his sidekick, Paco, a talking parrot.

Sound like a new Michael Crichton novel? Well, it is by Michael Crichton, but it's not a novel. It's Crichton's first computer adventure game, *Amazon*, just published by Trillium Software.

The game is the first in a new line of "interactive novels," as Trillium calls them, written by such prominent science fiction authors as Crichton, Ray Bradbury, Arthur C. Clarke, and Byron Preiss. The games, promises Trillium's Seth Godin, are a breed apart:

"You've got the author's sense of humor and writing skill, not the debugger's mentality." The writer's touch, he says, means the games can be unraveled by understanding plot and character, not merely by solving puzzles.

For example, in an upcoming game based on the novel *Dragonworld*, by Byron Preiss and Michael Reaves, the player takes the role of Amsel, a shy, retiring scientist. At one point Amsel meets a crying woman. In most computer adventure games the player would have to find some imaginative way to speak to the woman and get information from her. In *Dragonworld*, says Godin, you must ask yourself, "What would Amsel normally do in a situation like this?" Since Amsel is only four feet tall and a gentle soul, he kisses the woman on the cheek. Behave out of character and you get nowhere, no matter how clever you are.

Like *Dragonworld*, most of the games in the series will be based on existing novels rather than written expressly for the computer (as Crichton's *Amazon* was). In the works are adaptations of Bradbury's *Fahrenheit 451*, Clarke's *Rendezvous With Rama*, and others. The authors are involved to varying degrees; some (like Preiss) take an active role in creating the game world while others (like Bradbury) simply supervise and give a final OK. All combine text and graphics, run on Apple and Commodore computers, and will cost around \$30 to \$40.

"It's very different writing a computer game," says Preiss. "It's like writing a novel that can be read forward, backward, up, and down. You have to take into account so many variables



**Thanks to a talking parrot, roadblocks don't hold much of a challenge in Michael Crichton's *Amazon*.**

and still try to preserve the flavor of the tale."

Just how successfully the writers have met this challenge is hard to determine. The first game, *Amazon*, is disappointing. Its premises are thin, situations unbelievable, and solutions to problems illogical, even within the context of the game. For example, early on you and Paco go to the airport, where a mysterious stranger hands you a backpack containing everything you'll need in the jungle. You don't have to search—it's all simply given to you. In the jungle, you're confronted with a variety of arbitrary catastrophes, with equally arbitrary solutions. Anyone who's enjoyed cracking the tough but logically solvable puzzles posed by the best computer adventures will find all this irritatingly naive.

Still, the premise behind the new Trillium games is an intriguing one. We look forward to seeing more of these literary hybrids, and hope they'll be as involving and exciting as the novels on which they're based.

—Randi Hacker

## Say It With Roses

"Revenge is sweet" isn't a philosophy Phil Dunaway and John Beals live by. But it is a philosophy by which they make a living.

Not too long ago both men were unwinding on an Oregon ranch after chucking unpleasant, high-pressure jobs in California's Silicon Valley.

"I'd like to send that whole crowd a bunch of dead roses," said Beals of his former employers.

First they laughed. Then they acted. Returning to Campbell, California, a suburb of San Jose, they opened Dead Rose Delivery, a florist's shop that caters exclusively to those people who top anyone's enemies list.

For \$20 Dead Rose Delivery will send one dozen long-stemmed dead roses, set off with dead ferns, to your nearest un-dearest ones. The roses come in a white florist's box, neatly wrapped with a black ribbon. Sentiments expressed on accompanying cards are also black: The front of one says, "I can't forget what you did for me." The inside reads, "Well now, turkey, it's my turn." "The very thought of you," says another, "makes me mad as hell."

Dunaway says that most of his orders are practical jokes. "Somebody will give a birthday lunch for a friend, and in the middle of it, we show up with our box of roses. We hope to be delivering in a hearse pretty soon."

Dead Rose Delivery has spread well beyond the Silicon Valley to doorsteps in Sacramento, Los Angeles, San Diego, and as far away as Michigan.

"We deliver anywhere in the world with no worry about damage or delay," Dunaway boasts. "Our roses are already dead."

—R. D.

PHOTOGRAPH BY STAN FELLEMAN

## Flying Light

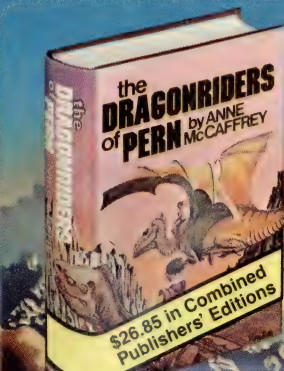
Tired of tossing the same old dart-shaped paper airplanes at office mates? Follow the blueprints in *Wings & Things* (St. Martin's Press, \$8.95), and you can captain the spiffiest fleet of paper planes in the skies.

This how-to book, written by Stephen Weiss, offers step-by-step instructions for building 32 different model aircraft the origami, paper-folding way. No cutting, glueing, or taping is necessary to construct aerodynamically sound planes in such exotic shapes as bats, nuns, kites, tubes, swans, fish, and maple seeds. You can even make a glider from a dollar bill. Now that's flying first class.—C. S.



**The origami airforce takes flight.**





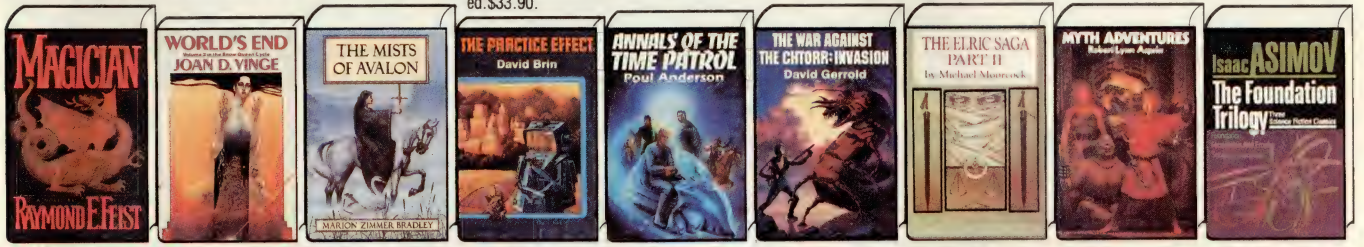
# YOURS FREE WITH MEMBERSHIP

## The DRAGONRIDERS of PERN

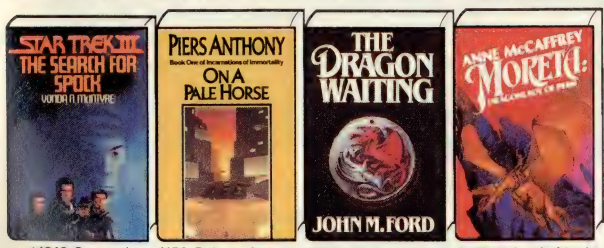
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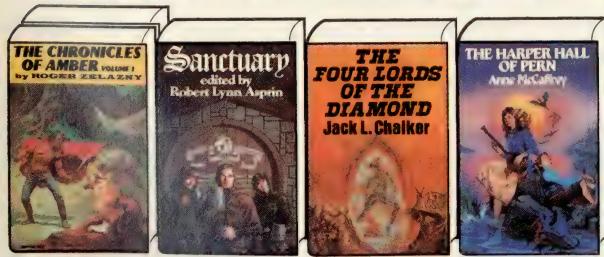
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GLEANINGS FROM A PAIR OF  
ENGLISH WORDSMITHS WHO WREAK  
LINGUISTIC HAVOC ON  
TIME-HONORED FOLK WISDOM

---

# Addled Adages

FOR MORE THAN 20 YEARS, TWO BRITISH COMEDY writers have been hard at work corrupting the mother tongue. On their BBC radio program, *My Word!*, Frank Muir and Denis Norden are given an honorable, venerable saying and then, after an improvised story, twist and convolute the living daylight out of it.

Take for example the proverb "You can lead a horse to water but you can't make him drink." Around this sane bit of folk wisdom, Denis Norden spins a preposterous tale of his attempts to get Frank Muir into *The Guinness Book of World Records*. Going over Niagara Falls on roller skates was rejected as too dangerous, and fathering more children than anyone

else (69) would be too time-consuming, so Muir opted to go for the distance record for spitting cherry pits (42 feet 5 inches). But when Muir failed even this less demanding effort, the pair decided to try and bribe Muir's way to fame by taking Norris McWhirter, a *Guinness* editor, to dinner at a posh restaurant. When McWhirter refused to be suborned, the story neatly segued into a rewritten moral: "You can feed a Norris McWhirter but you can't make him fink."

More than a hundred other pun-filled and pie-eyed stories have been brought together in *The Complete and Utter "My Word!" Collection* (Methuen London Ltd.), from which the stories that follow were taken.

---

## THE WORKERS HAVE NOTHING TO LOSE BUT THEIR CHAINS —COMMUNIST MANIFESTO

---

**Q**uite by accident I have stumbled upon a theory that could well turn the art world topsy-turvy and call for an entirely new approach to exhibitions, art histories, and *catalogues raisonnés* (catalogues with raisins in them).

It all came about when I received a very flattering phone call asking me to paint a picture for a local art exhibition to be put on by the Runnymede Art Society, of which I am president. The chap on the phone said that the theme of the exhibition was Florence Nightingale.

I had never painted a picture before so I had no canvases, but I found an old tarpaulin in the garden which my aunty used to cover her motorbike. It was about eight feet by six feet, just the right size for an impressive oil painting, so I stretched it out and nailed it to the garage door. I sat down and had a think about what exactly I was going to paint. If I had heard the chap on the phone correctly, the picture had to represent some aspect of Florence. At night. In a gale. No problem—only a few days previously I had received a picture postcard of Florence from my aunty who had gone to stay there for a couple of months while her hair returned to its natural color. I went and fetched the postcard. It was a fine view of the cathedral, topped by Brunelleschi's mighty dome. Excitement mounting, I phoned the ironmongers in Egham and said that I wanted some painting equipment.

"What do you want to paint?" asked a voice, patiently.

"A cathedral," I said. "At night. In a gale."

About an hour later a van backed up the drive and two men unloaded eight 20-gallon drums of Exterior Brown and Exterior Black, a long ladder, and a powerful flashlight. Also a collection of six-inch brushes and a set of oilskins.

I put on the oilskins, opened a drum of paint, stirred it with the flashlight, and got cracking. It was surprising how short a time it took to paint an oil painting when I was using a six-inch brush. It was finished within the hour. I painted the dome in the pinky-brown paint and painted the sky black to show it was night. I dabbed in the windows with some red paint I found in the garage and flicked some black here and there to give the illusion of a storm. I then strode away some 10 feet, turned, and had a good look at what I had done. It gave me quite a turn. It did not look like the Duomo in Florence at all. The dome looked for all the world like the head of a fine young Scotsman. The windows looked like his blood-shot eyes, the two smaller domes became his ears, the little spire in front was his nose, and the great lantern on top of the dome just came out as a huge lump on his head. It was a bitterly disappointing moment.

What to do about it?

I decided to accept the inevitable, and with a small sigh and a rag soaked in turpentine I wiped off the title *Florence: Night in Gale* and painted in *The Laddie with the Lump*.

The picture was never exhibited, of course. Not only was the subject wrong, but just after I had finished painting it I swung the garage door up to get the car out and the top of the frame scraped all the paint off the tarpaulin.

It was only later that night, as I lay sleepless in bed wondering what to do with the remaining 159 1/2 gallons of exterior paint, that the great thought dawned: How many of the world's great works of art had, like *The Laddie with the Lump*, started out as something else entirely? How many of our masterpieces are, in fact, masterpieces only because of





some accident? If my theory was true it would revolutionize all our concepts of genius and the creative spirit. Anybody could have a go as long as they were either accident-prone or lucky.

The following morning, even though it was spitting with rain, I made my way to the Public Library and flung myself into research.

I reached down a book of Leonardo da Vinci's work and sat for an hour staring at a reproduction of *Mona Lisa*. How had that picture started out, I asked myself? What was the real story that lay behind such an odd portrait? Suddenly the picture spoke out to me and yielded up its secret. Quite clearly Leonardo had set out to paint a picture entitled *Model With a Slightly Green Face Spitting Water Through Her Front Teeth*. He had found a model in the cabarets of Florence, a slightly green-faced singer named Lisa Minelli, and began painting furiously. But Lisa did not take well to modeling and complained loudly throughout the sittings; "Why do you paint-a like thees all day? Is no work for a man. Is sissy-work. I waste-a my time 'ere. I could-a be at 'ome enjoying my *tagliatelli* (Italian television)."

And so destiny took a hand, and when the portrait was finished Leonardo decided not to call it *Model With a Slightly Green Face Spitting Water Through Her Front Teeth*—a hopeless title which would have doomed the picture to oblivion—and called it instead *Moaner Lisa* (*Mona* in Italian), thus winning himself immortality and half a yard on the wall of the Louvre.

But the most striking example of my theory in action is my

hypothesis of the creation of *The Angelus* by the French painter Jean Millet. How on earth, I asked myself, did this drab masterpiece of two peasants leaning on their hoes come to be painted by the vivacious young artist who was even then known to his friends as Thoroughly Modern Millet?

My theory runs thus. Millet is on a walking tour with his two friends, Toulouse-Lautrec and Karl Marx, when he sees these two peasants, clad in toil-worn French peasant-type blue jeans, leaning on their hoes while the distant church rings the Angelus.

"What a great idea for a masterpiece!" he exclaims boyishly. "Quick, my palette and plenty of paint, mainly Exterior Brown and Blue!" He rapidly begins to set up his portable easel.

"*Un moment, mon brave*," says Toulouse-Lautrec. "Not so vite. I have a better idea. Get the peasants to change into their best party clothes and paint a picture of them doing the can-can. That's what the Salon likes these days, frills, frou-frous, and leg!"

"Right," says Millet. "You heard what Toulouse said, Karl. Would you mind asking the peasants to change into evening dress for me?"

Off goes Karl Marx. Chats with the peasants. Returns, face glum.

"No go, I'm afraid," he says. "They have nothing to change into." And then he adds the line which has gone into the history books and which gave Millet his masterpiece:

"The workers have nothing, Toulouse, but their jeans."

—Frank Muir



## BEGGARS CAN'T BE CHOOSERS

—PROVERB

**A**fter Monsieur Lafarge had introduced me to his colleagues, he explained the problem which the Calais Chamber of Commerce had brought me over to solve. "What our town has become," he said gloomily, "is a sort of geographical revolving door. A place many people pass through but no one ever thinks of staying inside."

I appreciated their predicament. For millions of British holiday makers, the name Calais means little more than a port-of-entry for driving toward other Continental watering places, or a port-of-departure for catching the car-ferry back to England. The truth, however, is that this pleasant seaside town has much to offer the English visitor, including attractive beaches, excellent local dishes, excursions to many places of interest and, in my case, a whacking down-payment on the fee, balance to be handed over in hundred-franc notes, no questions asked. Provided, that is, provided I could dream up some novelty attraction that would induce my fellow countrymen to linger round the dump for an extra few days. . . .

The first idea I put to the Chamber was the obvious one—capitalize on the town's well-established historical links with the U.K. After all, if there's one history lesson that every British schoolchild has dozed over, it's that episode about "the burghers of Calais": those six old-timers Edward III threatened to string up with their own ropes. "So the thing to do," I instructed the assembled merchants, "is play up your historical assets. The shop-keepers among you must stop presenting yourselves to English visitors as retail-stockists or distributor-outlets. From now on, you've all got to be 'burghers.' That's where the money is. Is there a butcher here?" Monsieur



Hippolyte raised his hand. "Right," I said. "You be the beef-burgher. The chap who runs the dairy can be the cheese-burgher. And if any of you are in the local Amateur Dramatic society?" No less than four hands went up. "Fine," I said, "ham-burghers."

I was really warming to it now. "Tell you what," I said. "You four can help push the history tie-in even further. For a really sure-thing tourist grabber, how about we put on a historical sound-and-light show in the Main Square, reenacting the whole Edward III scenario throughout the holiday season?"

Everyone received the idea so enthusiastically it really should have worked, especially as it cost nearly as much as *A Bridge Too Far* to produce and I went to no end of trouble

writing the script. What I neglected to bear in mind, however, was that a *Son et Lumière* differs from a situation comedy in two vital respects. First, it has to be done in the open air; second, you have to stage it in darkness, at night. Since the road alongside the Main Square is the principal highway to the Côte d'Azur, the whole *Son* part of the *Son et Lumière* got drowned out by a procession of GB-plate drivers putting their foot down so as to get to Lyons before breakfast. As for the *Lumière*—well, that blinked out for good when the only British vehicle that did pause to watch—a four-bed camper—parked smack on the power cables.

Fortunately, I have never been one to let a mere disaster upset me. "Not to worry," I said, surveying the despondent faces at the next Chamber of Commerce meeting. "There's more than one way for a seaside resort to pull in passing trade. Know what lots of British places have been finding surefire? A Beauty Contest! 'Miss Bridlington,' 'Miss Jaywick Sands'—that sort of thing. Just vote me a few hundred thousand francs more for publicity, and I promise you—this time next month you'll be worrying about a shortage of hotel rooms."

Well, the moment the money was okayed, I started working like a demon. By the following Monday morning, there wasn't one roadway leading out of the dock area that didn't bear an enormous placard that read "All this week—MISS CALAIS!"

The trouble was, every English driver coming off the ferry read it as an *instruction*.

The next time I met with the city elders there were distinct signs of what my mother calls "an atmosphere." I couldn't help noticing that every one of them was looking at me as though I was in direct line-of-descent from Edward III. Monsieur Lafarge set the pace. "Mr. Norden," he said, "the feeling of the meeting is that we are just playing silly burghers."

"D'accord," Monsieur Duval said. "In spite of all the money we have spent and the exorbitant fee you have charged us, our beaches are still deserted."

"More to the point," said Monsieur Aznavour (I asked him but he said he wasn't), "all our town has left in its coffers now is 30 francs. And, Mr. Norden, there is no possible way that anyone can suddenly throng an empty resort by an expenditure of 30 francs."

Well, if there's one thing calculated to bring out the best in me, it's a challenge. I tell you, I positively *felt* my nostrils flare. "Monsieur Racine," I said to the local printer, "would 30 francs buy me just one more road sign? Just a little one?"

Grudgingly, he nodded. And that nod is the reason why, today, a gratifying 83 percent of those British cars that used to roar straight through Calais now make a sudden left-hand turn when they reach the dock gateway and follow the road indicated by the arrow on my little sign. A sign that is nevertheless large enough for the seven words above the arrow to be read by an oncoming driver:

"This Way To The Nude Bathing Beaches."

Months later, in the speech I made graciously turning down the Chamber of Commerce's offer of a statue in the Main Square, I pointed out that I had already received sufficient reward. That came in the form of the *Calais Observateur's* front-page photograph of Messieurs Hippolyte, Lafarge, and Racine standing by the breakwater, all busily using pocket calculators to try and estimate how many thousands of British holidaymakers were wandering the sands in search of uncovered skin.

The caption beneath it, though it loses a little in translation, had a simple eloquence:

Burghers Count Beach-Users.

—Denis Norden



# H

## ONE GOOD TURN DESERVES ANOTHER

—ENGLISH PROVERB

ello, children!

Are you all sitting comfortably? If you are, shuffle about a bit so you don't go to sleep. That's better. If you are all sitting reasonably uncomfortably, but alert, I will begin.

It is a story of unrequited love in the depths of a fairy wood. A nature story of the Great Outdoors. It has to be an outdoor story because that is where nature is, on the whole. In fact, apart from a few Chicago Ivy plants and an onionlike hyacinth bulb dying in a jam jar on the kitchen windowsill, I cannot think of much nature going on indoors.

The scene of our story is a forest clearing by the banks of a river; an enchanted spot which the animals called "Never-Never Land." Some of the birds and the beasts and the fish and the insects were very happy living in their little homes by the river, and as the sun went down at twilight, the glade would ring with merry laughter and the sharp cries of wild things greeting each other.

Trout shouted "Toodle-pip!"

The carp cried "Cheerio!"

Mollusks murmured "Morning!"

And salmon chanted "Evening!"

But all was not peace and beauty in that lovely dell. Oh my goodness no. As the poet wrote (but forgot to rhyme) "nature in the raw is seldom mild." Several small, furry, and funny things were not at all happy. For instance, Beatrice the Bunny was madly in love with Vincent the Vole. All day long they mooned about in the long grass holding paws and sighing and gazing into each other's eyes—a complicated business as their eyes were on either side of their heads rather than in front, so they had to keep dashing round each other to gaze into the loved one's other eye, only to find that the loved one was on the way round to do the same.

But worse than that, they had to do their courting in full view of all the other animals. This was because the woods were full of evil hunters with guns who were on the lookout for game to make into potted meat to sell to West Germany. And Vincent and Beatrice were prime targets. In the words of the wise old owl, "A vole and his bunny are soon pâté."

However, the saddest of all the animals in the clearing was Starkers the Otter. He was not always called Starkers. His real name was Tarka, but he moulted. Now say what you will, I maintain that there is no more unhappy a sight in outdoors nature than a bald otter. Starkers looked dreadful without his sleek, minklike coat. It just did not look right for him to go around clad only in his pink skin. It was a shock to the system, like suddenly coming face to face with a policeman in a ballet skirt, or Miss Barbara Cartland in jeans and a T-shirt.

All the other animals were kindness itself to Starkers, never mentioning his affliction in case it gave him pain, always the soul of tact, ever seeking to cheer him up. "Hey, Baldy!" one would shout. "Coming to the pub tonight?" Or "Care to come as my guest to the Fancy-Dress dance? Don't bother to change—just come as a skinned rabbit."

But for all their efforts, Starkers sank deeper and deeper into gloom. He began to avoid the company of the other animals, even refusing to go with them into the forest on the annual orang outing. He would spend all day up a lonely creek of the river blowing his cheeks out until his eyes popped, trying to force his hair to grow.

Now Starkers had a friend. It was his cousin Geezer, a water otter. Geezer became so upset at his friend's unhappiness that he went to consult the wise old owl. This he did not decide to do lightly, for besides being wise, the old owl was a crashing bore, but something had to be done.

"Why, wise old owl, is Starkers starkers? There must be a reason his coat fell off. Did he grow too fast and burst through it? Could he have run under a lawnmower without noticing? Has he contracted otter-rot?"

The wise old owl held up a wing for silence and nearly bored the tail off Geezer for an hour, muttering on about the



need to keep the forest tidy and there's far too much larking about in the treetops after dark and always leave the water-hole as you would wish to find it. Then he went on, "I'm surprised you haven't asked me about your friend Starkers. Haven't you ever wondered why he's bald?"

"Yes, you stupid fowl," muttered Geezer under his breath. "I've just asked you!"

"Interesting case," went on the owl. "Quite simple, really. He's lonely. Needs a mate. So all his hair has fallen out. There's just one thing he needs to do."

"Just one thing he needs to do?"

"Just one thing," said the owl. "To wit—to woo."

He was right, too. And here our story takes a happy turn before its sad ending. A few days after Geezer had seen the wise, boring old owl, Starkers fell in love.

She was not only, to his eyes, an otter of beauty. She was also as bald as he was. Entranced by her quiet, nay silent, charms, he spent all day, every day, alone with her up in his remote little creek of the river. And the more he wooed her the more his hair grew until—and this is the happy bit—his coat was once more as sleek and glossy as it ever was.

We now come to the sad bit. Misty eyed with love, poor Starkers had not seen things too clearly. What he took to be a beautiful, bald lady otter drifting downstream into his arms was not an otter at all. It was not even an animal.

A few days previously a band of hunters had made camp upstream, feasting and carousing as was their wont. At one point in their proceedings they found that the gourd in which they kept their wine had a tear in it and was leaking, so they flung it into the river. Vaguely animal-shaped, and completely bald, it had drifted downstream . . .

The whole tragic occurrence was summed up in the following morning's newspaper headline:

Wine-Gourd, Torn, Deceives an Otter. —Frank Muir

"The Complete and Utter 'My Word' Collection" is available from Methuen London Ltd., North Way, Andover, Hampshire SP10 5BE, England, £7.95 hardcover or £4.95 paperback (plus shipping).



# HEXED SIGNS

Find the one sign with perfect symmetry ★★

Art by Johnny Claypoole



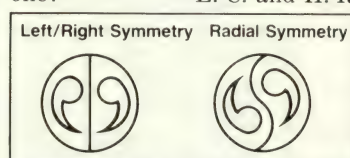
PHOTOGRAPH BY JANE LATTI/PHOTO RESEARCHERS

For generations, Pennsylvania Dutch farmers have been decorating their barns with bold geometrical designs known as hex signs—originally, it is said, as charms to protect the resident livestock from witchcraft, or *hexerei*. Over the years, the distinctive good-luck patterns have incorporated many other symbols, including leaves, flowers, and peculiar birds called *distelfinks* (from the German words for “thistle” and “finch”). The popularity of the wooden plaques has traveled far beyond Pennsylvania, and today they can be found in many states, adorning houses, furniture, milk cans, and almost anything else, including the barns for which they were originally intended.

The 13 hex signs on these pages depict many venerable motifs, but they are uniquely hexed, for only one has perfect symmetry. To solve the puzzle, you'll need to consider two types of symmetry: left-to-right symmetry, in which everything on the left side of a sign is a perfect mirror-image of what's on the right; and radial symmetry, in which a sign will

look just the same if rotated 180° (see the diagrams in the box below).

Discounting the borders, and the minor irregularities inherent in hand-painted art, there are discrepancies of pattern, color, or detail that render 12 of these 13 signs asymmetrical. Can you spot the perfect one? —E. C. and H. R.



Answer Drawer, page 76



A



E



J

Johnny Claypoole makes his living painting hex signs and other Pennsylvania Dutch motifs on furniture, milk cans, and the like. He's known as “The Hex Man” in his home of Lenhartsville, Pennsylvania, and he plies his trade at folk fairs and festivals every summer.





B



C



D



F



G



H



K

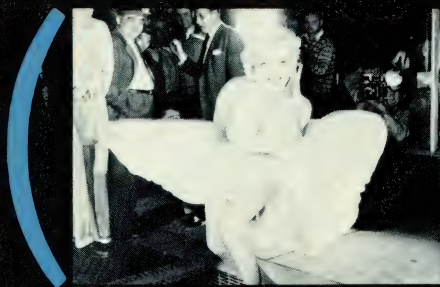


L

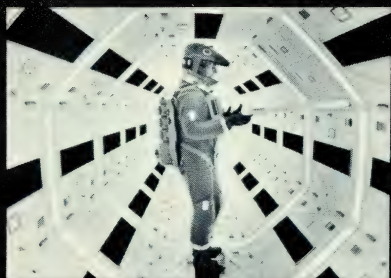


M





A



B



C





# CINEMATH

## VISUAL EQUATIONS FROM THE MATH DEPARTMENT AT HOLLYWOOD HIGH

by Richard Chevat and Debra Kagan-Chevat



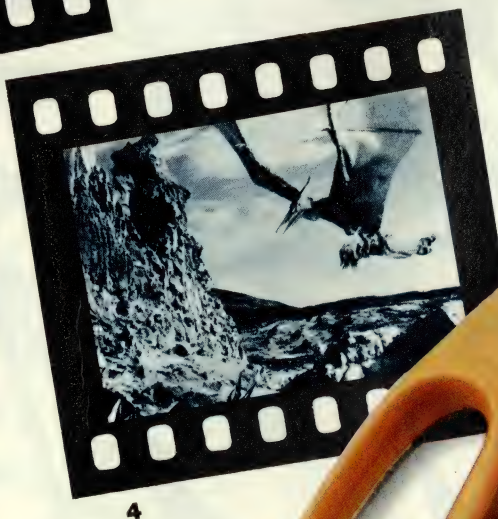
There's a lot of arithmetic in the movie business. Studios add up their box office receipts, theater owners count attendance, and the rest of us try to figure out how one box of popcorn can cost \$1.50. Now there's another way that math and movies mix.

Each photograph on these pages is from a movie that has a number in its title. Plug the correct numbers into the four equations at left, perform the calculations indicated, then select the film clip (1-4, below) that completes

the equation correctly. For example, *The Third Man* plus *Snow White and the Seven Dwarfs* equals *Ten Little Indians* ( $3 + 7 = 10$ ).

If you need to dust off your algebra, here are some tips: Remember to perform all calculations within parentheses first, and work equations from left to right. Watch out for exponents, too—for example, the figure  $5^3$  equals  $5 \times 5 \times 5$ . That's all there is to it. Now sit back and enjoy the show.

Answer Drawer, page 75





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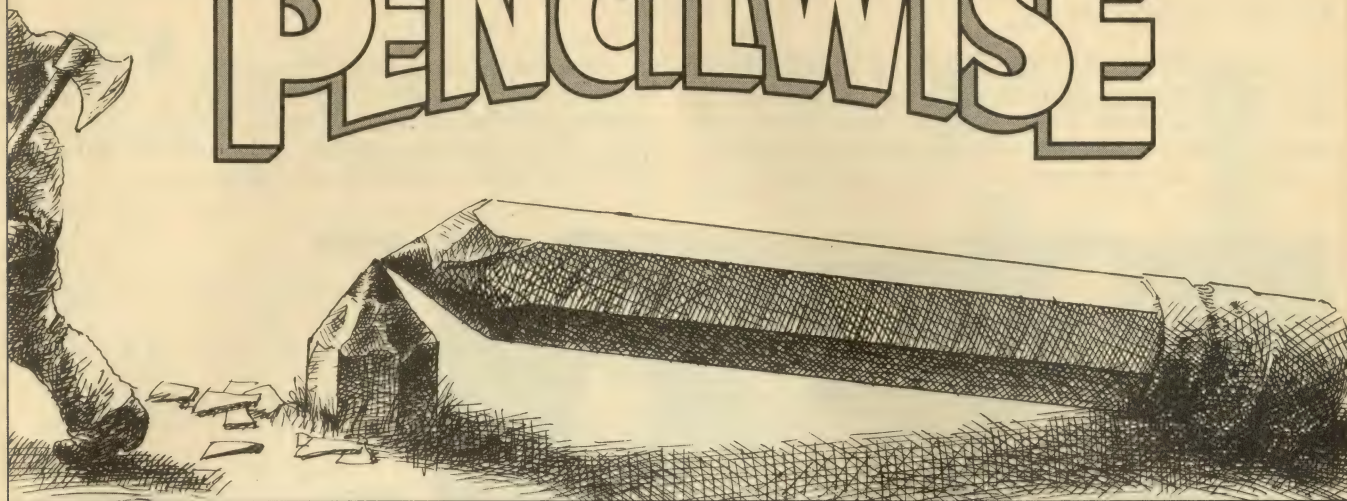
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# PENCILWISE



## Cross-O ★★

by Will Shortz

Hidden in each box on this page are five words—four related objects or names, plus a fifth word that identifies what the other four have in common. Each word is divided into five parts and concealed sequentially from left to right in consecutive columns. For example, one of the words in box #1 is MUENSTER, with the letter M in the first column, U in the second,

EN in the third, ST in the fourth, and ER in the fifth. The category, CHEESE, is similarly concealed in left-to-right fashion. Now see if you can find the three remaining cheeses. Then try the other boxes on your own. You may cross out squares as you solve, because each will be used only once.

Answer Drawer, page 73

<del>M</del>	IC	D	<del>ST</del>	<del>SE</del>
CH	<del>U</del>	I	<del>E</del>	A
S	<del>H</del>	OT	DA	S
R	W	<del>E</del>	T	R
<del>C</del>	E	<del>EN</del>	S	<del>ER</del>

G	A	J	R	E
CA	U	D	E	Y
B	UM	N	O	OP
C	R	B	UB	L
J	ON	AM	D	N

M	E	UV	A	RE
R	ES	U	I	T
V	I	H	N	I
EV	O	N	E	US
S	US	R	MO	ST

1. CHEESE 2. \_\_\_\_\_ 3. \_\_\_\_\_

MUENSTER \_\_\_\_\_

M	L	P	I	VE
N	O	C	T	R
U	E	S	E	N
C	N	A	H	E
RE	OUTH	L	W	

B	O	W	E	Y
A	T	A	T	E
BR	E	N	O	E
P	L	E	S	L
S	R	L	Z	R

R	B	A	C	N
S	C	M	N	US
O	I	AG	P	LE
C	H	O	L	O
DE	H	R	O	G

4. \_\_\_\_\_ 5. \_\_\_\_\_ 6. \_\_\_\_\_

\_\_\_\_\_



## Movie Cryptograms

In these scenes from two classic films, the conversation in each has been replaced by a simple cipher alphabet. To discover the dialogue, find the pattern of substitutions, as in any cryptogram. For instance, if the letter A represents an F in one word, it will represent an F in every word throughout

the scene (for both speakers). The substitutions change for the second film. You can break the codes by using letter patterns, letter frequencies, and clues provided by the punctuation. To get started in the first scene, note the two one-letter words and the apostrophe in ciphertext QX'C.

Answer Drawer, page 76



Bruce Baldwin (Ralph Bellamy) and Hildy Johnson (Rosalind Russell) discuss Walter Burns (Cary Grant) in "His Girl Friday"

**Bruce:**

V CAKJ AP SVUX  
QVT. QX'C WAJ Z  
SAJ AP YQZKT.

**Hildy:**

QX YATXC NF VJ  
MZJDKZSSF.  
QVC WKZMOPZJQXK  
EZC Z CMZUX.

**Elaine:**

JGBDGLSZ?  
DYSNAC CGY  
UXL'P OS  
DSNBGYD!

**Dr. Rumak:**

B XK DSNBGYD.  
XLZ DPGJ  
UXAABLR KS  
\*DEBNASC.



Elaine Dickinson (Julie Hagerty) and Dr. Rumak (Leslie Nielsen) in "Airplane!"



# Fowl Play ★

by Margaret Rigby

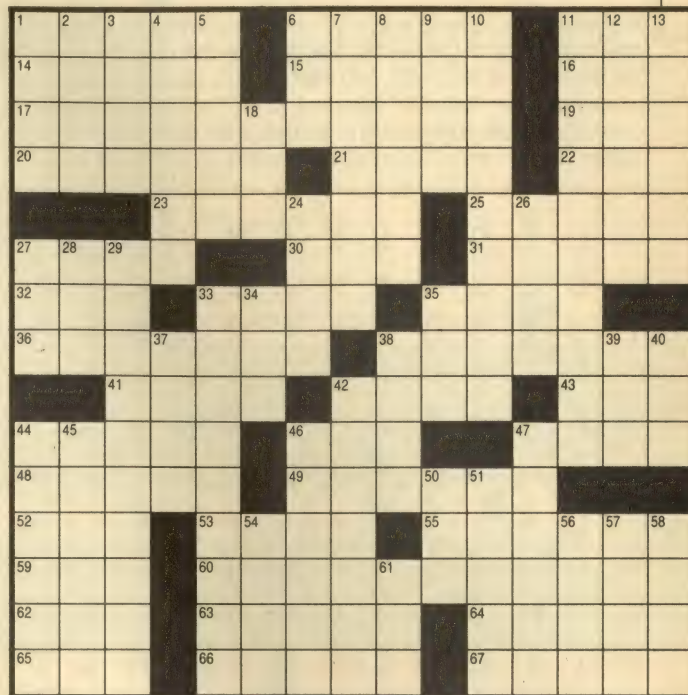
## ACROSS

- 1 Butler
- 6 Take \_\_\_\_ (lose big, financially): 2 wds.
- 11 Large amount
- 14 Foe
- 15 Shop tool
- 16 Singleton
- 17 Informer: 2 wds.
- 19 One \_\_\_\_ kind: 2 wds.
- 20 Dyer
- 21 *The World According to \_\_\_\_*
- 22 Family girl, for short
- 23 Wears away
- 25 Tennis ace Chris
- 27 "If the shoe \_\_\_\_"
- 30 Pre-processed metal
- 31 Detective's files
- 32 Greek letter
- 33 Club assessments
- 35 Comedy sketch
- 36 Barbara of 20/20
- 38 Hot dogs
- 41 Genghis of the Mongols
- 42 Word before dollar or trap
- 43 Peach center

- 44 Played on stage
- 46 700 to Caesar
- 47 Recipe amounts: Abbr.
- 48 Lost's partner
- 49 Less difficult
- 52 "\_\_\_\_ He's a Jolly Good Fellow"
- 53 Naval initials
- 55 Cower
- 59 BPOE member
- 60 Small change: 2 wds.
- 62 Medium grade
- 63 Land on the 38th parallel
- 64 Make happy
- 65 Attempt
- 66 Skyscraper division
- 67 \_\_\_\_ example: 2 wds.

## DOWN

- 1 Part of a three-piece suit
- 2 Opposed to
- 3 Spinks or Trotsky
- 4 Shows feeling
- 5 "Tippecanoe and \_\_\_\_ too"
- 6 Actress MacGraw
- 7 Checkout counter employees
- 8 Sergeant's command: 2 wds.
- 9 Norse god of Thunder
- 10 Dominated by the missus
- 11 Stiff military gaits: 2 wds.
- 12 Aflame: 2 wds.
- 13 Brutes
- 18 Golf shop manager
- 24 "Easy \_\_\_\_ it!"
- 26 Conceited
- 27 \_\_\_\_ and far between
- 28 Call \_\_\_\_ day: 2 wds.
- 29 Discuss plainly: 2 wds.
- 33 Goners: 2 wds.
- 34 Vase
- 35 Biblical no-no
- 37 Now's partner
- 38 WWII servicewomen
- 39 \_\_\_\_ Van Winkle
- 40 Avenues: Abbr.
- 42 Harder to find
- 44 Influence
- 45 Jail, informally
- 46 Robert of *Raging Bull*
- 47 Toy (with)



Answer Drawer, page 72

- |                 |                                     |                        |
|-----------------|-------------------------------------|------------------------|
| 50 Rink surface | 56 Shipshape                        | 58 Adam and Eve's home |
| 51 Sea eagles   | 57 '58 chart hit "____ Job": 2 wds. | 61 Bandleader Kyser    |

# Twin Words ★

by Eleanor McKinlay

If things seem a bit humdrum, try this hodgepodge quiz. The answer to each clue is a compound word or common two-word phrase that has two rhyming halves — like "super-

duper" or "even-steven." The initial letters of the halves are provided as aids.

Answer Drawer, page 72

1. Short and plump

R \_\_\_\_\_ P \_\_\_\_\_

2. Mischievous activity

H \_\_\_\_\_ P \_\_\_\_\_

3. Conservative old person

F \_\_\_\_\_ D \_\_\_\_\_

4. Television set

B \_\_\_\_\_ T \_\_\_\_\_

5. Insipidly sentimental

N \_\_\_\_\_ P \_\_\_\_\_

6. Kind of ice cream

T \_\_\_\_\_ F \_\_\_\_\_

7. Heart of the matter

N \_\_\_\_\_ G \_\_\_\_\_

8. Barrel organ

H \_\_\_\_\_ G \_\_\_\_\_

9. Nursery rhyme egg

H \_\_\_\_\_ D \_\_\_\_\_

10. Randomly

W \_\_\_\_\_ N \_\_\_\_\_

11. Sharp operator

W \_\_\_\_\_ D \_\_\_\_\_

12. Every which way

H \_\_\_\_\_ S \_\_\_\_\_

13. Jazz style

B \_\_\_\_\_ W \_\_\_\_\_

14. Flashy showbiz display

R \_\_\_\_\_ D \_\_\_\_\_

15. Nonsense incantations

M \_\_\_\_\_ J \_\_\_\_\_

16. Two-way radio

W \_\_\_\_\_ T \_\_\_\_\_



# Quote Quest ★★

by Len Fellows

## A Novel Word Search Puzzle

Winding their way through the letters below are 14 quotes, one from each of the people listed below the grid. Each quote begins at the letter in the correspondingly numbered box and proceeds from letter to adjacent letter (horizontally or vertically, but never diagonally), ending with one of the circled letters. Each circled letter will complete exactly one quote—

but *which* one is for you to determine. The quotes never cross each other or themselves, and some letters will be unused when you're done. If a quote stumps you, skip to another and return when more letters around it have been used up. A starting hint: The first quote begins "The purpose of life . . ."

Answer Drawer, page 76

A	L	T	O	P	L	E	O	R	I	V	A	L	H	O	N	E	S	T	Y	K	R	O	O	N	E	R
F	O	E	S	R	A	P	O	J	U	E	H	T	G	U	T	E	I	G	I	I	U	W	U	L	Y	L
L	O	<sup>1</sup> T	O	U	T	A	F	O	D	B	A	H	G	S	S	C	N	H	R	T	O	Y	O	<sup>2</sup> Y	R	I
I	F	H	E	P	A	S	A	E	G	E	S	T	I	M	E	R	O	T	O	L	O	F	I	R	E	V
I	E	O	N	G	W	I	N	A	N	E	R	I	<sup>3</sup> P	R	O	G	A	T	O	R	N	U	T	N	O	T
S	C	K	I	C	<sup>4</sup> Y	M	O	T	A	L	L	G	H	A	C	E	B	N	I	E	<sup>5</sup> G	B	E	C	A	S
T	E	N	T	I	R	E	L	Y	L	O	C	A	T	O	N	T	U	O	R	N	D	O	P	I	S	I
H	E	R	E	D	R	E	<sup>6</sup> W	H	E	H	E	R	V	E	T	I	N	E	<sup>7</sup> F	I	S	H	I	L	G	N
G	E	R	M	A	N	V	E	O	N	W	S	W	I	S	S	G	O	O	D	G	O	O	S	E	I	N
P	X	I	O	N	O	P	I	G	<sup>8</sup> S	R	O	T	N	S	N	O	<sup>9</sup> W	H	E	D	L	U	T	N	G	T
A	N	S	O	D	F	P	N	E	S	T	F	P	L	U	C	K	S	T	S	W	E	L	L	I	O	W
R	O	O	N	S	H	A	I	T	E	S	R	I	E	N	S	R	I	C	H	D	I	S	T	O	B	E
E	N	T	C	T	C	W	R	E	B	A	N	<sup>10</sup> A	L	D	A	E	T	R	O	T	L	N	A	D	I	E
<sup>11</sup> D	G	L	E	<sup>12</sup> F	A	A	I	R	S	C	T	O	R	I	S	C	H	T	E	S	<sup>13</sup> Y	O	N	C	A	S
L	I	E	A	S	P	S	I	T	E	K	S	<sup>14</sup> T	E	L	A	U	G	R	C	O	A	M	A	E	H	T
Y	A	R	D	E	T	O	R	B	A	S	E	B	A	L	L	E	P	E	N	I	D	E	R	B	E	T
E	H	E	B	T	I	E	E	P	O	D	S	S	I	H	U	R	L	P	O	E	W	T	N	E	E	W
E	T	C	U	S	O	X	P	A	<sup>15</sup> M	P	I	W	N	T	A	S	E	V	A	P	O	R	G	O	O	D
S	U	A	J	T	S	I	E	T	S	E	A	S	I	Y	S	O	N	O	M	U	R	F	A	T	H	T
A	T	E	N	O	U	T	<sup>16</sup> T	R	A	E	N	D	E	A	R	R	I	O	<sup>17</sup> T	C	H	O	C	K	I	N
C	O	R	G	I	G	O	H	E	W	D	T	R	A	W	L	A	S	H	R	F	I	B	N	A	C	G
S	N	B	E	N	<sup>18</sup> H	L	I	G	O	N	I	S	M	E	W	N	O	R	E	<sup>19</sup> U	L	E	R	E	H	C
I	E	M	I	S	D	E	S	H	T	A	N	<sup>20</sup> I	O	N	E	S	B	E	D	N	O	W	E	S	T	E
E	L	E	O	I	N	K	I	O	W	A	S	<sup>21</sup> I	C	K	E	N	M	A	Y	R	H	O	N	E	S	T
E	<sup>22</sup> M	<sup>23</sup> A	P	L	E	T	S	A	T	L	A	W	N	E	S	T	U	N	G	T	A	G	E	<sup>24</sup> N	I	Y
R	H	A	R	M	O	O	C	H	T	L	E	N	D	C	A	P	L	T	E	T	R	O	V	O	L	L
S	T	Y	N	A	T	I	O	G	I	R	L	S	<sup>25</sup> S	I	G	N	I	T	S	U	B	D	E	T	O	N

- |                          |                  |                           |                   |
|--------------------------|------------------|---------------------------|-------------------|
| 1. Maharishi Mahesh Yogi | 4. Groucho Marx  | 8. Somerset Maugham       | 11. Mae West      |
| 2. Fred Allen            | 5. Aristotle     | 9. Victor Borge           | 12. James Thurber |
| 3. Ogden Nash            | 6. Edwin Booth   | 10. Isaac Bashevis Singer | 13. Robert Frost  |
|                          | 7. Aldous Huxley |                           | 14. Woody Allen   |



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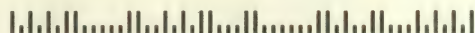
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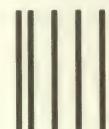
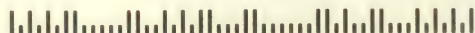
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# White House Party ★★

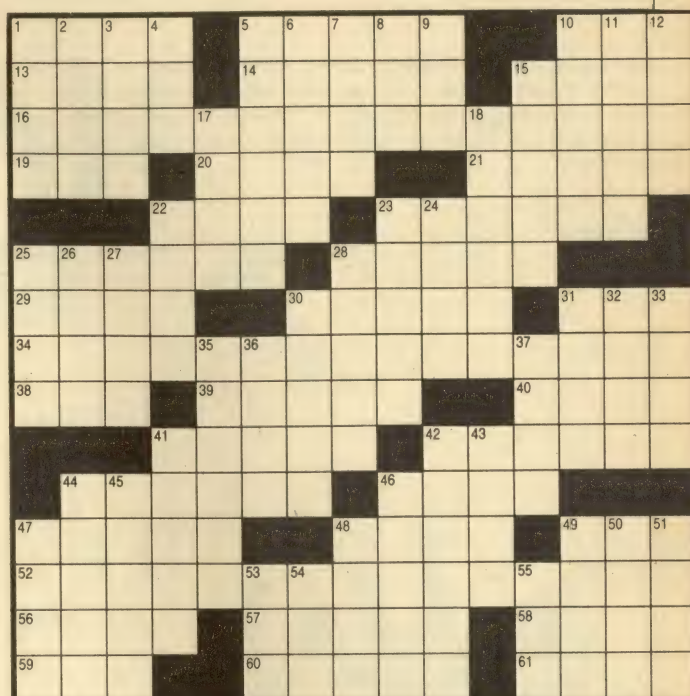
by Jim Curran

## ACROSS

- 1 Farmer's place, in song  
5 Precipice  
10 AB followers  
13 Healing plant  
14 Nest for 46-Down  
15 Court order  
16 Presidential cabinet?: 3 wds.  
19 Football position  
20 Jugular, for one  
21 \_\_\_ dish (lab container)  
22 Farmstead building  
23 *Fantasia* creator  
25 Noblemen  
28 Author of *The Three Musketeers*  
29 \_\_\_ for *All Seasons*: 2 wds.  
30 Crucial exam  
31 Hive hummer  
34 Particular President?: 3 wds.  
38 Dunderhead  
39 Custom  
40 French friends  
41 Travels à la Huck Finn  
42 Champagne feature
- 44 Objects of quests  
46 Corn units  
47 Nothing: Lat.  
48 Sailors  
49 Align the crosshairs  
52 President by a landslide?: 3 wds.  
56 Domesticated  
57 Hackneyed  
58 Citrus drinks  
59 Heading opposite NNW  
60 Whittled away  
61 Crimson Tide school, familiarly
- 15 Small songbirds  
17 Tennis star Lendl  
18 New Jersey college  
22 Capital on the Rhine  
23 Cone-shaped cap wearer  
24 "I wish \_\_\_, I wish I might": 2 wds.  
25 \_\_\_ California  
26 Andy's partner  
27 Cheering sounds  
28 Bell sounds  
30 Decrees  
31 Fail, on stage  
32 Actor Jannings  
33 *In* \_\_\_ (actually)  
35 Partridges' cousins  
36 Gridiron org.  
37 File folder features  
41 Salary boost  
42 Prohibited  
43 \_\_\_ Major (Big Dipper constellation)  
44 Desert monsters  
45 Name for game, e.g.  
46 Golden bird  
47 "Phooey!"

## DOWN

- 1 Titled woman  
2 Enthusiasm  
3 Actor Jack of *Hawaii Five-O*  
4 Rent  
5 Seat weavers  
6 *Rosemary's Baby* author  
7 Persia today  
8 Five-dollar bill  
9 Shortest mo.  
10 Island off Greece  
11 Anne Frank volume  
12 Needle case



Answer Drawer, page 72

- 48 Russian despot  
49 Verdi opera  
50 News filler  
51 Plateau  
53 Telepathy, for short  
54 Railroad depot: Abbr.  
55 Catch, as a crook

# To the Nines ★★

by Lori Philipson

Answer each clue in this puzzle with a nine-letter word that combines three of the letter triplets at the side of the grid. (The triplets are used as units; you do not need to rearrange letters within them.) Cross off the triplets as you proceed, because each will be used only once. When you have found all the words, transfer four letters from each into the grid as indicated by the numbers in the boxes. For example, from the

first word, place letters #9, #5, #6, and #1, in that order, in the top row of boxes. When all the boxes have been filled, a quotation will read down the grid column by column. Four of the 31 triplets at the side will remain unused, and these, when rearranged, will spell the name of the quotation's author.

Answer Drawer, page 73

1. Mother of invention \_\_\_\_\_  
2. Hodgepodge \_\_\_\_\_  
3. Agnes of 1972 \_\_\_\_\_  
4. Heart-y vegetable? \_\_\_\_\_  
5. Gymnastic feat \_\_\_\_\_  
6. Old British coin \_\_\_\_\_  
7. Kind of twin \_\_\_\_\_  
8. Chauffeur's car \_\_\_\_\_  
9. Gumshoe \_\_\_\_\_

9	5	6	1
7	5	6	4
2	7	5	1
5	8	3	9
7	2	1	4
8	1	2	4
4	8	7	1
4	8	1	6
3	1	9	6

- AND GAN LIM  
ANE HAL NEC  
ART HEA NNY  
CAL HUR NTI  
CHW ICH OKE  
DET IDE ORK  
DHI IND OUS  
DST INE PAT  
ECT IRA RIC  
ESS ITY  
FPE IVE

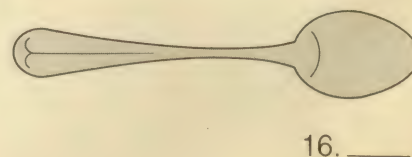
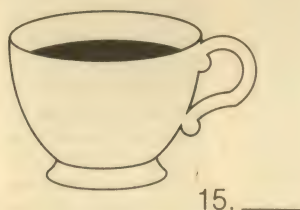
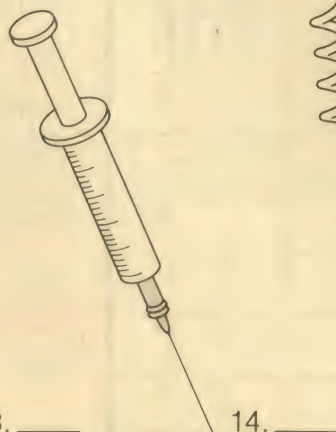
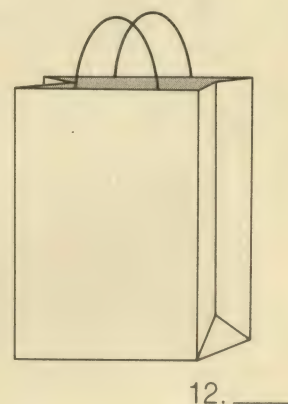
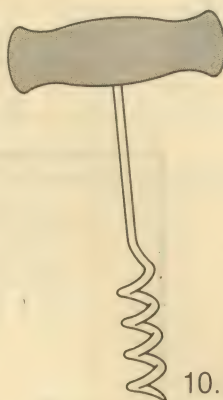
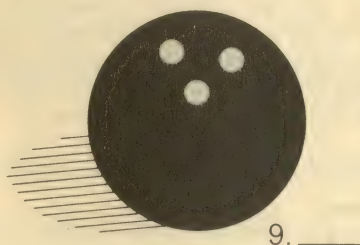
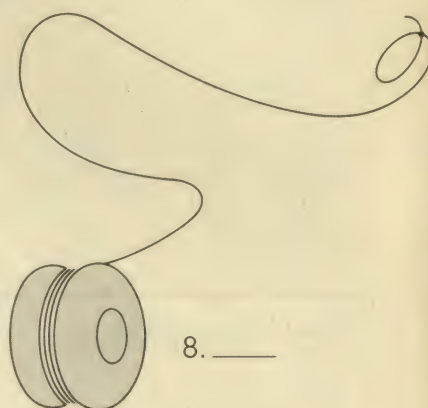
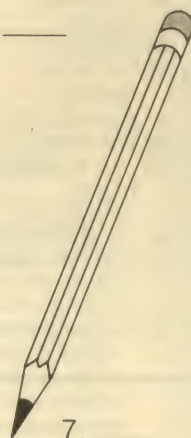
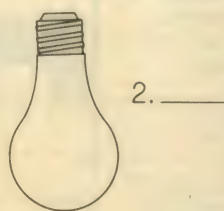
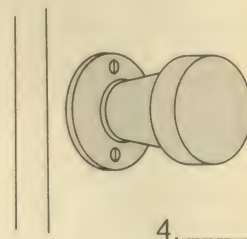
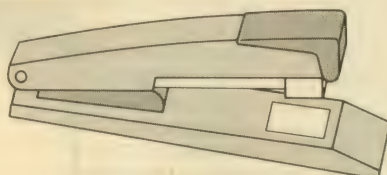
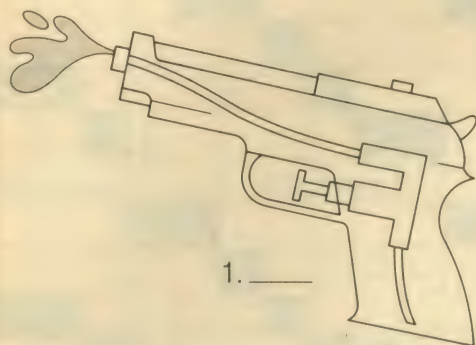


# Hold It! ★★

Imagine that the 16 items below were smeared with ink. What print would appear on your hand after you used each one? To solve, match the objects (numbered 1-16) with the prints they'd leave (A-P, at right), based on the way most people

commonly grasp or use the items. Southpaws should mentally reverse the prints. "Hands-on" experimentation while you solve is allowed.

Answer Drawer, page 76









## Categories ★★

by Louis Phillips

Categories is an old parlor game, also known as Guggenheim or Fives. The object is to think of an answer beginning with each letter given on the left side of the grid, for each category printed at the top. For example, if the category were

"Gems," and the letters G-A-M-E-S, the answers might include garnet, amethyst, moonstone, emerald, and sapphire. A perfect score of 25 answers is uncategorically brilliant, but 20 or more is very fine.

*Answer Drawer, page 72*

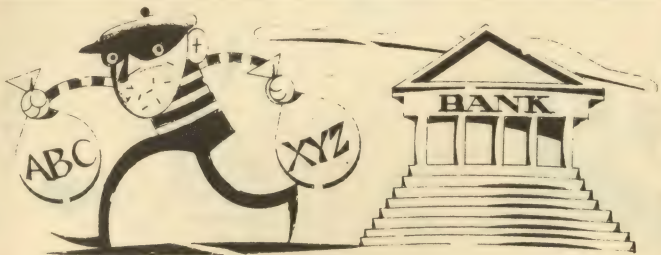
	BRANDS OF GASOLINE	COMIC STRIPS	ISLANDS OF THE WORLD	TENNIS STARS <i>(last names)</i>	POPULAR MAGAZINES
G					
A					
M					
E					
S					

## Letter Banks ★☆

by Mary McCool

A letter bank is a puzzle in which the letters of a short starting word (the "bank," given in capital letters) are to be repeated as often as necessary and then rearranged to form a longer answer word (defined at the right). For example, the starting word REAP with the clue "Ready (7)" would lead to the answer PREPARE, repeating the R, E, and P in REAP and rearranging all the letters. The number of letters in each answer is given in parentheses.

*Answer Drawer, page 72*



- |                               |                                   |
|-------------------------------|-----------------------------------|
| 1. BLUE/effervesce (6) _____  | 11. FOREIGN/pointer (10) _____    |
| 2. TWIN/fool (6) _____        | 12. POINTER/iteration (10) _____  |
| 3. SLANG/pasta dish (7) _____ | 13. SAUNTER/eatery (10) _____     |
| 4. DIMS/adjourn (7) _____     | 14. MARGIN/linguist (10) _____    |
| 5. LISTEN/guard (8) _____     | 15. TONIC/brew (10) _____         |
| 6. LIVER/bugle call (8) _____ | 16. POSTMEN/deferral (12) _____   |
| 7. LOVER/firearm (8) _____    | 17. MINTER/sporadic (12) _____    |
| 8. NEAT/feelers (8) _____     | 18. PUNTER/businessman (12) _____ |
| 9. METALS/impasse (9) _____   | 19. NOVICE/nuisance (13) _____    |
| 10. LANCER/leeway (9) _____   | 20. LENS/irrationality (13) _____ |

ILLUSTRATION BY PHIL ANDERSON


**Pencilwise continues on page 49**



# THE 100 GAMES 1984

## MAIL ORDER SERVICE

As a service to our readers, this year many of The Games 100 can be obtained by mail order. Many of those that are not available through our mail order program and are not easily found in stores, can be purchased directly from the manufacturer by writing to the address listed in the game description. To make our mail order program as convenient as possible we have a toll-free telephone order number, gift announcement cards, and a central shipping center for quick processing of orders.

The games available directly from us are indicated by a postage stamp symbol  before the name of the game. You can order these items by using the special order form and return envelope at the back of this section. Be sure to indicate the quantity, as well as the total price for each game ordered. When ordering a gift, if two versions of a game are listed, please specify which one you want.

Please follow these suggestions to ensure the best possible mail order service:

1. Use the attached return envelope to mail your order. Subsequent orders should be mailed to: THE GAMES 100, Post Office Box 5363, FDR Station, New York, N. Y. 10150.
2. Be sure to include a check or money order with your order. If you wish to use Visa or MasterCard, be sure to include your credit card number, expiration date, and your signature. Sorry, we cannot accept C.O.D. orders.
3. For faster service you can order by calling toll-free 1-800-852-5200, ext. 400, or in New Jersey 800-422-1300 ext. 400. This service is only available for credit card users of \$25 or more.
4. Use the back of the main order form for additional gift orders and additional sheets of paper if necessary. We will include a gift announcement card with every gift order.
5. We will be able to ship your order via UPS within a week of receiving it. (Games to P.O. Boxes will be shipped via U.S. Postal Service.) If for any reason we cannot fill your order, we'll notify you immediately.

# THE 100 GAMES 1984

## INTRODUCING THE GAMES HALL OF FAME


Photographs  
by Stan Fellerman

the ideal number is given in parentheses).

C Complexity of rules on a scale of 1 (easiest to learn) to 5 (hardest to learn).

T Typical playing time, given in hours (h) or minutes (m).

Also, games previously reviewed or featured in the magazine are noted with an issue reference at the end of their reviews.

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The Games 100 does not include any computer or home video games (those categories will be covered in a special section next month). Still, it offers a very wide variety of games, all of which—in our opinion—have one important thing in common: The more you play them, the more you want to play them again. We hope you'll agree.

—R. W. S.





## Categories ★★

Categories is an old parlor game, also known as Guggenheim or Fives. The object is to think of an answer beginning with each letter given on the left side of the grid, for each category printed at the top. For example, if the category were

	BRANDS OF GASOLINE	COMIC STRIPS	ISL TH
G			
A			
M			
E			
S			

## Letter Banks ★☆

A letter bank is a puzzle in which the letters of a short starting word (the "bank," given in capital letters) are to be repeated as often as necessary and then rearranged to form a longer answer word (defined at the right). For example, the starting word REAP with the clue "Ready (7)" would lead to the answer PREPARE, repeating the R, E, and P in REAP and rearranging all the letters. The number of letters in each answer is given in parentheses. *Answer Drawer, page 72*

1. BLUE/effervesce (6) \_\_\_\_\_
2. TWIN/fool (6) \_\_\_\_\_
3. SLANG/pasta dish (7) \_\_\_\_\_
4. DIMS/adjourn (7) \_\_\_\_\_
5. LISTEN/guard (8) \_\_\_\_\_
6. LIVER/bugle call (8) \_\_\_\_\_
7. LOVER/firearm (8) \_\_\_\_\_
8. NEAT/feelers (8) \_\_\_\_\_
9. METALS/impasse (9) \_\_\_\_\_
10. LANCER/leeway (9) \_\_\_\_\_

16. POSTMEN/deferral (12) \_\_\_\_\_
17. MINTER/sporadic (12) \_\_\_\_\_
18. PUNTER/businessman (12) \_\_\_\_\_
19. NOVICE/nuisance (13) \_\_\_\_\_
20. LENS/irrationality (13) \_\_\_\_\_

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Gift from:

PLEASE CHECK THE AMOUNT YOU'VE ENCLOSED FOR THIS GIFT:

☐ \$10 ☐ \$15 ☐ \$20 ☐ \$25 ☐ \$30

MORE \$ \_\_\_\_\_ (Must be in multiples of \$5)

(If ordering Gift Certificate, please enter item # and amount on order form).

Pencilwise continues on page 49



# FAVORITES OF THE EDITORS OF GAMES

# THE 100 GAMES 1984

# INTRODUCING THE GAMES HALL OF FAME

Edited by  
R. Wayne Schmittberger

Photographs  
by Stan Fellerman

Every now and then a game comes along that invigorates an entire industry. Trivial Pursuit has had that effect. Its phenomenal success over the past two years has inspired the production of more new board and card games this year than in any year since the video and computer game boom began. This is great news for all players, but it didn't make the job of choosing our fifth annual Games 100 any easier.

We tried to select games that are original, well-designed, challenging, and fun to play, as well as appropriately priced. In addition to our 100 choices, we have inducted 10 all-time favorites into the newly created GAMES Hall of Fame (see page 46), partly to make more room for newer games in the Games 100 itself, and partly to give special recognition to some of the games that have proved to be the most enduring.

The games that follow are arranged by category. Numbers are for reference only, and do not indicate any sort of ranking or rating. Where applicable, three codes appear with the description of each game:

**P** Number of players (where the difference in play is significant,

the ideal number is given in parentheses).

**C** Complexity of rules on a scale of 1 (easiest to learn) to 5 (hardest to learn).

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—R. W. S.





# Mostly Trivia

## TRIVIAL PURSUIT

(Selchow & Righter, \$37.50 [1A]; Baby Boomer [1B], Silver Screen [1C], All-Star Sports [1D] supplements, \$27.50 each) P 2-6/C 2/T 2h

**1** No game in memory has taken off the way this one did last year: Trivial Pursuit parties have become a national craze. Players (individually or in teams of any number) move around a board, answering questions in six categories. Correct answers earn either pieces that count toward victory, or additional turns. The 6,000 questions that come with the game cover a broad range of subjects, and therefore tend to be much easier than those in the more specialized Silver Screen and All-Star Sports supplements. The 25-to-40 crowd, though, will feel right at home with the new Baby Boomer edition. (Sept. 82)



## PEOPLE

(Parker Brothers, \$30) P 2-7/C 2/T 90m

**2** This game is a simple race around the board, but players can advance only by making wagers on their abilities—or their opponents' abilities—to answer questions. The more chips you bet, the faster you can advance—but if you run out of chips, you'll slow to a crawl. The 3,000 questions, in categories ranging from "The Tube" to "Chatter" to "Jocks," aren't too difficult if you are up on the kinds of contemporary gossip covered in *People* Magazine.

## TRIVIA

(Avalon Hill, \$38) P 2-6/C 2/T 2h

**3** Offering more interesting board-game play than most other trivia games, Trivia comes with 6,600 fairly difficult questions in six categories. To graduate from Trivia Tech, you must answer 15 questions right, and then pass a final exam in your major and minor—the two categories you think you're best at. Missed questions can be tried by the other players, starting with whoever's furthest behind, so never give up hope. (Sept. 84)

## TIME: THE GAME

(John Hansen, \$29.95) P 2-4/C 2/T 2h

**4** The 8,000 questions in this events-oriented trivia game are divided not only into categories (there are six, from "people" to "world") but also into decades (the 1920s through the 1980s, corresponding to the span of *Time* Magazine's existence). Four booklets contain true-false, multiple choice, and short-answer questions, worth a variety of points. To win, you must earn points in every decade, which may prove difficult for players born in the last half-century. (Mar. 84)

## FAMILY FEUD

(Milton Bradley, around \$8) P 2-7(3-7)/C 3/T 30m

**5** Now in its seventh edition, this home version of *Family Feud* plays very much like the popular TV game show, provided

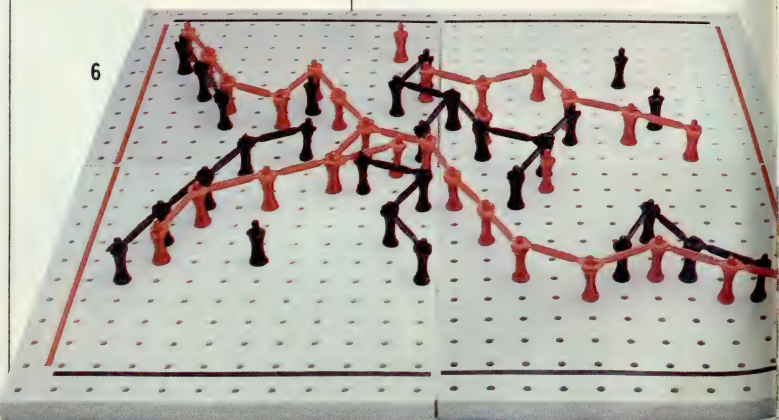
at least one player is free to act as emcee. Players must guess the most frequent answers given in a survey to questions such as "What do most people daydream about?" and "Name someone famous at whose face you'd love to throw a pie." In the "fast-money" bonus round, players are shown six possible answers to each question and try to pick the two most popular; but for a better challenge, we recommend keeping these answers hidden, as on the show.

# Making Ends Meet

## TWIXT

(Avalon Hill, around \$18) P 2/C 2/T 45m

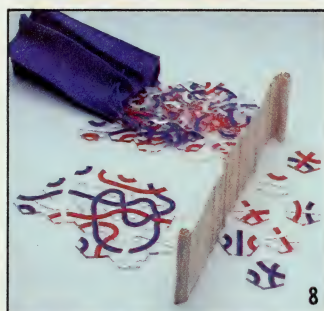
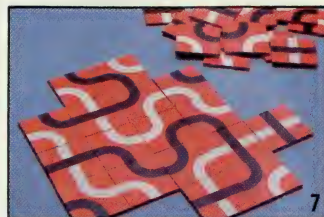
**6** Subtle tactics are rewarded in this rich and absorbing fence-building game, in which one player tries to connect the east and west board edges while the other tries to connect the north and south edges. Each turn, a player places one fence-post in a hole in the board, then adds fence sections to connect any of his posts that are exactly a "knight's move" apart (the diagonal of a 2- x 3-hole rectangle). Since fences cannot cross one another, a successful block of the opponent almost always means a successful connection for you.



## TRAX

(Excalibre, \$8) P 2/C 2/T 30m

**7** Each of this game's 64 identical tiles depicts both black and white path sections. As players construct an 8 x 8 grid by alternately placing tiles, one tries to build a white path, the other a black path, that either crosses the grid entirely or closes itself into a loop. Since every piece adds to both players' networks, tactics are inevitably double-edged. (Oct. 82)



## KALIKO

(Future Classics, \$35) P 2-4/C 2/T 1h

**8** Few games if any have more beautiful playing equipment than Kaliko, which contains 85 different Lucite tiles showing various configurations of red, white, and blue paths. Any flat surface serves as the board. Players maintain hands of seven tiles, and play one or more tiles per turn onto a growing network. Points are earned for extending paths, crossing paths over themselves, and closing paths into complete loops. We recommend using a timer, because players are seldom satisfied with the first plays they see. (May 83)



# Wealth and Power

## CAMPAIGN TRAIL

(Game Designers' Workshop, \$15)  
P 2-6/C 3/T 1h

**9** Though timed to coincide with the 1984 Presidential race, this election game is well worth playing any time. Each player moves two tokens (representing the two candidates on his ticket) around a map of the U.S., earning popular votes wherever they stop each turn. But as in real life, electoral votes are what count—so don't waste time visiting states where either you or your opponents already have big popular-vote leads. And even if you get way ahead, don't become overconfident: Surprise political endorsements can turn an election around. (May 84)

## DISCRETION

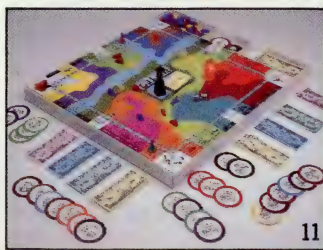
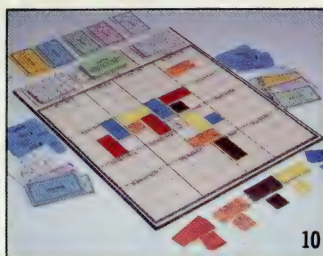
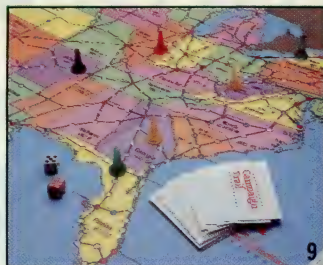
(Princeton Enterprises, \$15)  
P 2-6/C 3/T 2h

**10** The cleverest real estate development game to come along in many years, Discretion requires players to buy all properties at auction, and then to develop them with any of four kinds of buildings. Temporary co-operation is important, because opponents who develop adjacent properties usually enhance both properties' values. The problem is that to win, you have to risk borrowing money—but if you borrow too much from loan sharks, they'll close you down permanently if your income doesn't come in as fast as you'd hoped.

## OIL POWER

(Antfanco, \$22) P 2-6/C 3/T 2h

**11** This is a game with a gimmick, but it's an excellent one. By shaking up the box before every game, players randomly redistribute oil fields that are hidden under the "oil lease" properties shown on the board. As in Monopoly, players travel around buying whatever they land on, but instead of building houses, they develop properties by drilling for oil—accomplished by inserting a miniature oil derrick into one of the holes on the leased property. Depending on whether there's a dry hole, a gusher, or something in between at that location, the shaft will descend to different depths, and the cost to opponents who subsequently land there will vary accordingly. (July 84)



## EMPIRE BUILDER

(Mayfair Games, \$20)  
P 2-6/C 3/T 2h

**12** Early railroad builders must have faced the same problems: where to lay track, what cargo to haul, how much to invest in bigger trains. In this game, players draw tracks (in erasable crayon) on a plastic-coated map of the 48 contiguous states and southern Canada, spending money for each pair of "mileposts" they connect (with extra costs for crossing mountains and entering cities). As orders for goods come from the various cities, players must decide which ones to fill—taking into account the different payoffs and how far their trains must travel to pick up the goods. (May 83)



## 1829

(Hartland Trefoil; with either Southern Board shown, \$45 [13A] or Northern Board, \$52 [13B]) P 2-8/C 4/T 4h

**13** Building the most successful railroad empire in England (Southern board) or Scotland (Northern board) requires the utmost in careful planning. As players lay track by placing paper tiles on the board, they must not only watch what others are doing but also anticipate the growth of towns into cities, where rail links will be more profitable. We recommend progressing quickly to the advanced game, where a player who becomes a company's majority stockholder can opt either for potentially rewarding long-term growth or for definite but destructive short-term profits. (Jan. 83)

## THE BROTHERHOOD

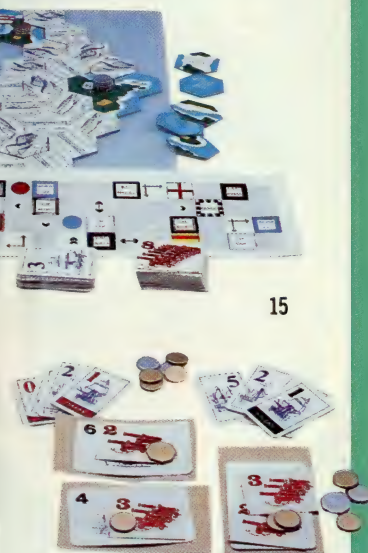
(Game Designers' Workshop, \$10)  
P 2-5/C 3/T 45m

**14** Different parts of town offer varying opportunities for would-be godfathers, but setting up illegal businesses in the wealthiest areas isn't always the best idea. All players decide, simultaneously and secretly, where to try to make revenue, where to send their thugs and hitmen, and where to buy political influence. Outguessing the opponent can save you from costly gangland confrontations.

## SPANISH MAIN

(Hartland Trefoil, \$30) P 2/C 4/T 3h

**15** In this superb adventure game, sail as a pirate-explorer in the age of Elizabeth I. After buying ships and cannon, you set sail. On the "Tactical Options Chart," you may battle another ship, get blown off course or shipwrecked, or—if all goes well—hit land. Then you move to a second board, which you explore by turning over its hexagonal tiles, revealing a different pattern of treasure-laden islands every game. You can build forts and keep your gold and silver in the New World, or risk returning to Europe to invest in bigger and better ships. Since opponents can never be sure how many cannon you have on your ships, it often pays to be daring.



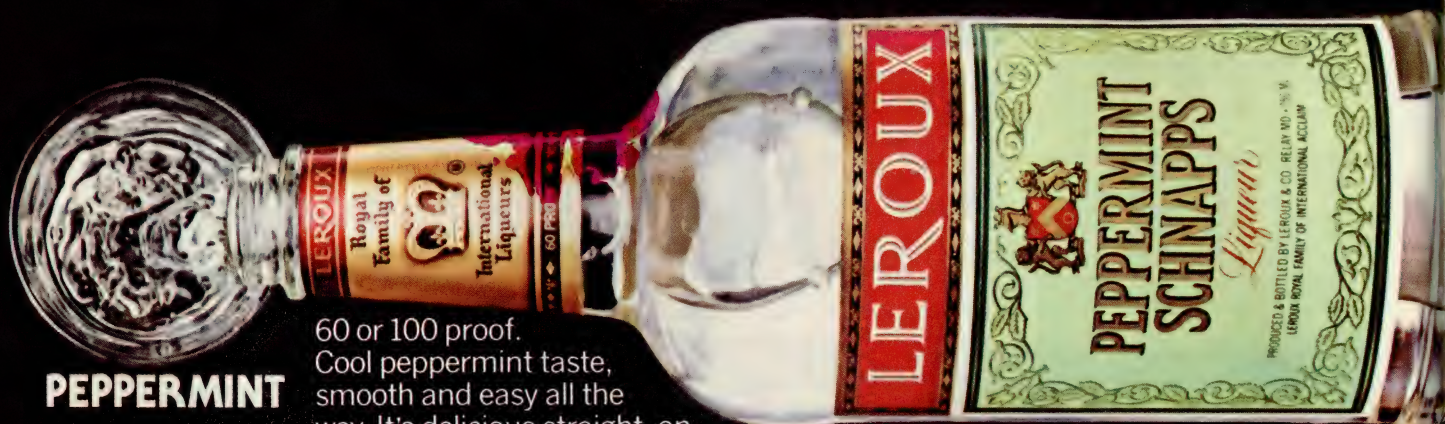
## CALAMITY

(Games Workshop, \$19)  
P 2-6/C 3/T 90m

**16** The risky business of insuring ice cream companies from power failures, athletes from broken bones, and other clients from equally offbeat dangers has been turned into an exciting board game, designed by Andrew Lloyd Webber of *Cats* fame. Players move around the track by playing cards from their hands that indicate how many spaces they must move. Intriguingly, everyone moves the same token—so it becomes a game of cat-and-mouse to see who will waste his best movement cards to hit or avoid the best and worst squares. Equally tricky is deciding when to dump various policies, since the danger of claims being made against them rises and falls at different points throughout the game.



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peppermint. Drink it in  
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in a steaming cup of hot  
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fresh flavor of spearmint.  
Enjoy it straight, on the  
rocks, or in a delicious  
spearmint julep.

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# Solitaire Games

## AMBUSH!

(Victory Games, \$24 [17A]; Move Out! supplement, \$12 [17B]) P 1/C 5/T 3h

**17** This solo simulation of squad action in World War II represents a major and innovative gaming achievement. A special screen is used to reveal hidden enemies on the map-board as the play progresses. After the ambush starts, you refer to a booklet containing nearly 1,000 paragraphs that control the way the enemy attacks. And if your intrepid squad survives the first eight missions, you can try the set of four new ambushes in the supplement Move Out!

## AUTOBRIDGE

(Grimaud, \$23.95)  
P 1/C 3/T 10m per hand

**18** The best way we know to practice bridge without fear of ridicule, Autobridge simulates every detail of a series of 32 bridge hands. Each deal comes on a separate page that is slipped into a device with windows that are opened one at a time to reveal the bidding and each card as it is played. If you play the wrong card, you find out at once, and must correct your play before continuing. Additional deals are available, emphasizing more advanced play techniques.

## LABYRINTH

(John Hansen, around \$20) P 1/C 1

**19** An ageless test of patience and coordination, Labyrinth is indeed as hard as it looks. By twisting two knobs simultaneously, a player can tilt the board surface in any desired way—but the trick is to do it quickly and smoothly enough to guide a ball through a long maze, avoiding the 60 dropout holes. If you somehow master it, try playing blindfolded.



19



17



18

## Word Play

### UPWORDS

(Milton Bradley, \$14.95)  
P 2-4/C 2/T 45m

**20** In this crossword game, players can cover parts of previously played words with new letters to spell new words. The higher a stack gets (up to the allowable maximum of five levels), the more points a word using it is worth. Ability to form long words is not important; the key is to interlock a lot of short words in a tight space. (Sept. 83)

### WORD CHESS

(Enigmatics, \$12.95) P 2/C 2/T 45m

**21** Although the legal moves in this game are defined by a list of 88 words, Word Chess is more like a battle than a word game. Players have contrasting sets of tiles, and each turn they place tiles on the board or move

existing tiles, four at a time, on squares of their own color. Each set includes one X and five each of N (which can be rotated to form a Z), E (which can also be used as M or W), and O. The object is to get an X to the last rank, or to capture the opponent's X by surrounding it. Moves can only be made adjacent to previously placed tiles, and all of a player's tiles must form words diagonally at the end of each turn.

### IPSWICH

(Selchow & Righter, \$19.95)  
P 2-4/C 2/T 1h

**22** This stylish-looking crossword game comes with four boards, allowing all players to work simultaneously. In each round, players have a limited time in which to arrange a set of tiles into a crossword pattern, with bonuses earned for long words placed on certain board spaces. When time is up and scores are calculated, players must pass most of their tiles to their right-hand opponents (this rule somewhat reduces the luck of the draw), take two additional tiles, and play a new round. The game's 150 wooden letter tiles are also perfect for playing the classic game of anagrams. (Jan. 84)

### BALI

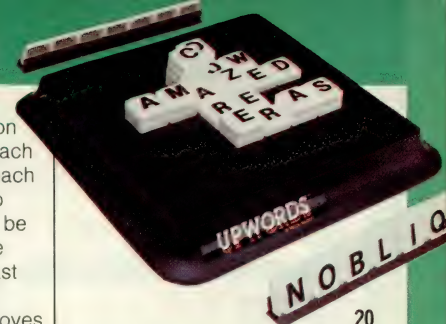
(Avalon Hill, \$6.50) P 1-4/C 2/T 45m

**23** A cross between the tile game anagrams and the klondike solitaire card game, Bali plays extremely well both solo and competitively. Letters are combined into strings, which in turn are combined into words that are scored by multiplying their length by the point values of the letters used. Players in the competitive version are constantly faced with the dilemma of whether to use letter groups early, or save them for long words and risk possible theft of the letters by an opponent who is able to use them first.

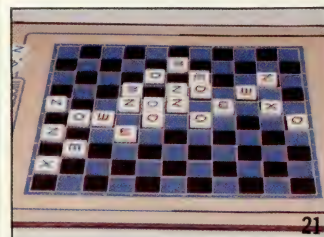
### BIG BOGGLE

(Parker Brothers, \$18.95)  
P 2 or more/C 2/T 5m or more

**24** This is the best word game we know for a large group. After shaking the box of letter cubes to create a 5 x 5 pattern, players hurriedly write down as many words as they see that can be formed by adjacent letters. When time is up, players score only for words that they alone listed. Compared to standard Boggle, which uses a 4 x 4 grid, this version offers more opportunities to form high-scoring longer words. (M/A 80)



20



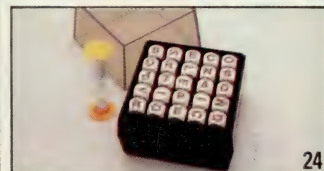
21



22



23



24



25

### DUPLICATE SCRABBLE BRAND CROSSWORD GAME

(Selchow & Righter, \$10.95)  
P 1 or more/C 3/T 45m

**25** This twist on Scrabble requires an entirely different strategy. All players form words from a common set of letters that changes every turn, but each player has his own "board" (actually a sheet from a pad of Scrabble scoresheets). This permits players to try to set up possible high-scoring future turns—an exciting way of playing that would be suicidal in a standard game. (June 83)



# Card Games

## MHING

(Suntex International, \$12.95)  
P 2-6 (4)/C 3/T 20m per hand

**26** Players unfamiliar with Chinese Mah Jongg might think of this game as some kind of rummy gone wild. The exotic-looking 150-card deck contains three basic suits (bamboos, characters, and dots), honor cards (winds and dragons), flower cards, and wild "Mhing" cards (which we recommend removing). Players can go out by grouping cards into sets or runs as in rummy, or can try for higher-scoring but harder-to-get combinations, which are presented in a large chart for easy reference. The "Nothing-connects-with-all-honors" hand is too easy to get, but this flaw can be corrected by reducing the hand's value. (Oct. 82)

## HANAFUDA

(cards plus 94-page illustrated book *Hanafuda* with rules for 5 different games, \$15) P 2-6 (3)/C 3/T 1h

**27** This colorful deck is used to play Matching Flowers, Eighty-Eight, and other traditional Japanese card games. The 48 cards, which are small but thick, are made up of 12 "suits" distinguished by the types of stylized flowers shown on them. As in the game of casino, players try to capture face-up cards by playing matching (here, same-suit) cards from their hands. Cards depicting animals and other special scenes have higher point values, and bonuses are earned by players who take in certain card combinations. Playing with cards having no symbols to designate suit or rank takes some getting used to, but once you're accustomed to them you may find western cards comparatively drab.

## HIGH HAND

(E.S. Lowe, around \$9)  
P 2 or 4 (4)/C 2/T 45m

**28** In this game of shifting partnerships, a player can temporarily ally himself with another player who he thinks will win the current round—then must try to prove himself right. Players maneuver tokens around a board, collecting a card from each space they land on, in an attempt to form the best five-card poker hand. There is no luck in the game, as all cards are always in view. Players must be alert to see who is trying for what hands, and then figure out how best to help themselves or their partners. (Aug. 84)

## MARRAKESH

(Xanadu Leisure, Box 10-Q, Honolulu, HI 96816; \$49.95 postpaid)  
P 2/C 3/T 45m

**29** A blend of luck, strategy, and (depending on how you look at it) either psychology or ESP, this intricate card game makes use of backgammon bear-off rules to determine players' scores. Cards are dealt from a special deck and played one at a time face down, with the relative ranks of the suits determining who wins the trick. The winner then bears off pieces according to the numbers on the cards. The key is to psych out your opponent and guess what suit he's about to play. (M/J 80)

## SUPER RACK-O

(Milton Bradley, around \$9)  
P 2-4/C 2/T 15m per hand

**30** Although simple enough for children to play, Super Rack-O—like rummy—presents many situations in which players must observe the opponent carefully and make intuitive estimates of probabilities. Each player is dealt two hands of cards from a special red and blue numbered deck. Cards are kept in racks and may not be rearranged. By drawing and discarding cards, players attempt to transform their hands into one all-red and one all-blue hand, both of which must be arranged in numerical order.



## VENTURE

(Avalon Hill, \$7) P 2-6/C 3/T 1h

**31** Crucial decisions must be made every turn in this unusually strategic card game. Players are dealt cards from a "resource" deck; these cards may be saved in an attempt to collect high-valued sets, or "spent" immediately to buy companies from a "corporation" deck (or occasionally from another player's holdings). The profit-making value of a company is never fixed, but depends on how well it fits into conglomerates with a player's other holdings. (Oct. 84)



## NUCLEAR ESCALATION

(Blade/Flying Buffalo, \$12.95)  
P 2-8/C 3/T 1h

**32** This game, like *Dr. Strange-love*, is funny enough to make you laugh at a most unlikely subject. Win over enemy populations with propaganda, or plan for all-out war with various ICBM-carried warheads or more flexible B-1 bombers and cruise missiles. In the meantime, watch out for spies and saboteurs, orbiting space platforms, and killer satellites as you try to be the only player with at least a million people left. Though designed as a supplement to Nuclear War (1981 Games 100), Nuclear Escalation is a fully playable game by itself.







34

## BRIDGETTE

(Xanadu Leisure, \$8.95)  
P 2/C 3/T 10m per hand

33 One of the best two-player card games ever devised, Bridgette makes use of a standard deck plus three special cards called "colons." Players bid and attempt to win tricks much as in bridge, but can use the colons to force the opponent to lead a different suit. Optional advanced rules provide for types of bids that can force the opponent to reveal important information about his hand. (J/A 82)

## GRASS

(Euro Commerce, \$8.50)  
P 2-6 (4-6)/C 3/T 45m

34 In the tradition of action card games like Mille Bornes, Grass—though having a theme based on felonious activity—offers more than the usual amounts of player interaction, strategy, and humor. Players try to get rich by peddling marijuana, while trying to hinder opponents from playing cards that put the heat on them. Special cards like "immunity" or "hearsay evidence" will take the heat off and allow business to resume. And since there's no honor among dealers, protecting one's biggest stashes from being ripped off by another player is a constant worry.

# Sports of Sorts

## STRAT-O-MATIC BASEBALL

(Strat-O-Matic, \$26.50) P 2/C 3/T 4h

35 Baseball fans love statistics, and this game is a statistician's dream. Using player cards and dice, players manage teams composed of their choice of hundreds of real-life athletes (even old-timer teams can be formed), all of whom perform according to their Major League statistics. So popular is this game in some circles that people compete in organized leagues.

## SPEED CIRCUIT

(Avalon Hill, \$14) P 2-6/C 3/T 1h

36 This simple but endlessly challenging simulation of auto racing can be played as single races on any of three famous tracks, or as a series of races. Each player decides what kind of car he wants—such as one that is faster, has better brakes, or wears better. Then cars are put on the track, and players must outguess each other to get the best position when going around the tight turns. Luck is a factor only to the extent that players deliberately choose to take chances.

## TRAC-BALL

(Hasbro, \$15) P 2/C 1

37 Accurately passing the hollow plastic ball between the lacrosse-style rackets takes a little practice. Grooves on each racket's track impart a sharp spin, making the ball curve wickedly unless your motion is purely overhand. Soon, though, you'll be tossing controlled curves or underhanded sinkers, and then can progress to getting some extra sets and making up rules for a team game.

## NERF PING-PONG

(Parker Brothers, \$13.95) P 2/C 1

38 This game's lightweight equipment allows you to use any table to play ping-pong. The plastic net adjusts from one to four feet in length, the balls won't scratch wood, and even the paddles are of reasonably harmless, flexible plastic. Best of all, the game feels very much like the real thing, although it's a lot harder to place spins on the ball. You can also create amusing variations, such as playing on a round table, angling the net slightly, or placing the net farther from the better player. (Jan. 83)

## NFL STRATEGY

(Tudor, \$19.95) P 2/C 3/T 90m

39 Making use of a playbook patterned after genuine NFL playbooks, this superb football simulation plays like the real thing, but without the bumps and bruises. Each down, the offensive player chooses from 40 plays, the defensive player from 12 plays. The result depends not only on these choices, but also on where the ball was (left or right hashmark, or the middle of the field) and a modest amount of luck (there's a weighted random factor built in). Players have to choose and mix plays intelligently, and know when to gamble and when not to.

## AUSTRALIAN OMEGA BOOMERANG

(The Kite Site, \$10 for either right-handed [40A] or left-handed [40B] model) P 1/C 1

40 Captain Cook first saw a boomerang at Botany Bay in 1770, but they are older by many centuries. And yet they use the most sophisticated principles of aeronautics. This omega-shaped model is easy for novices to learn on, but experienced 'rang throwers should like it too. Caution: Boomerangs are not toys, so be sure you have a clear area about half the size of a football field when you throw one. For information on the sport, and about other models, write: Benjamin Ruhe, 1882 Columbia Road, NW, Washington, DC 20009.

## FRISBEE, 165G MODEL

(Wham-O, around \$4) P 2 or more/C 1

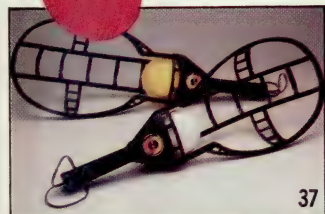
41 Flying discs have come a long way since they were first inspired by students throwing pie tins (from a company named Frisbie) in the parks of New Haven. This 165-gram model will fly long distances with great accuracy, and can be used to play anything from "catch" to the team game Ultimate (a blend of soccer and football).



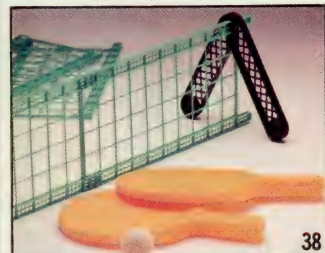
35



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# Dice Games

## QUADWRANGLE

(Hiron Games, \$9) P 2/C 2/T 15m

**42** This simple but very clever game plays like several simultaneous tugs-of-war. The board has nine tracks, each corresponding to a particular type of dice throw. Players throw and rethrow five dice, and on certain combinations may move a token along one or more of the tracks. The goal is to get three tokens into your "endzone" area at the same time. Since tokens can be pulled out of an endzone by the opponent, this game definitely "ain't over till it's over." (June 84)

## COSMIC WIMPOUT

(Cosmic Wimpout; Travel'n edition shown, \$9.95 [43A]; Basic edition, no board \$3.50 [43B]) P 2 or more/C 2/T 15m

**43** Do you believe in quitting when you're ahead, or do you like to go for broke? Sometimes you face this choice in Cosmic Wimpout; but other times you are forced to reroll the dice and risk losing the points you've already earned that turn, should you "wimp out" by failing to further increase your score. The game's simple but whimsical rules have made it a party favorite on many college campuses. (Oct. 82)

## KRAKATOA

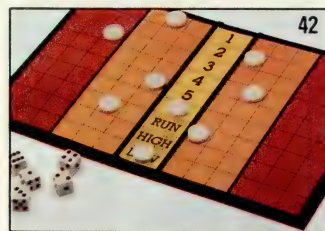
(Xanadu Leisure, \$15) P 2-4/C 3/T 45m

**44** This colorful dice game employs three different sets of three 12-sided dice, which players throw and rethrow in an attempt to make high-scoring color patterns. Strategic decisions are many, thanks to an elaborate scoring system; but dexterity is also required, because each rethrow must hit and move at least one of the dice that was left on the table. (June 84)

## STARZ

(Arizona Games, \$15.95) P 2-4/C 2/T 45m

**45** Backgammon enthusiasts should feel at home with Starz, in which players maneuver pieces around a board according to dice throws, attempting to land on various "power beads." When different beads are added to the board's spire (which is made of flexible plastic, but still is something to keep away from children), a piece gains the abilities to move onto red and blue squares, to move diagonally, and to land on opposing pieces. Since a piece acquires the power beads of any opposing piece it captures, everyone has plenty of incentive to play aggressively, even in a four-player game.

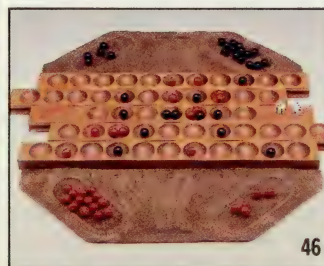
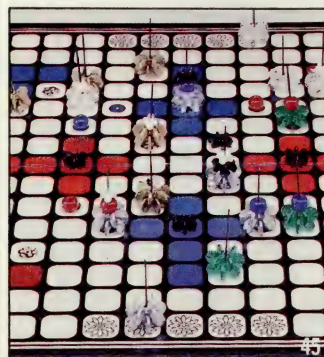


## WYKERSHAM

(Alsip & Co., available from World Wide Games, Box 450, Delaware, OH 43015; \$40 postpaid) P 2/C 3/T 45m

**46** The hardwood and leather components make this game look like a colonial antique, but the play feels quite contemporary. Players, in turn, enter their marbles into cups arranged in rows and columns. Dice throws determine the columns, but the players choose which of the horizontally sliding rows to use. Players may then move

these slides one column right or left, trying to form a vertical or diagonal line of five cups containing their marbles. Points are scored by removing one's marbles from those cups, but a player may elect to gamble on a big score later by leaving them on the board for defensive purposes.



## Role Playing

### CALL OF CTHULHU

(Chaosium Inc., around \$20; no photo) P 3 or more/C 5

**47** Based on the Cthulhu stories of H.P. Lovecraft, this award-winning role-playing game has the atmosphere of a stormy night in an abandoned mansion. Players take the part of "Investigators" in the Roaring Twenties who try to unravel the latest plot by ancient creatures to take over the world. Many excellent book-length adventures are available, and if facing unknown horrors is your idea of a pleasant Saturday night, Call of Cthulhu is the game for you.

### JAMES BOND 007

(Victory Games; Basic Boxed Set \$12.95 [48A]; Gamemaster Pack, \$8.95 [48B]; Q Manual, \$9.95 [48C]; For Your Information gamemaster supplement, \$8.95 [48D]; Goldfinger Module, \$6.95 [48E]; Dr. No Module, \$7.95 [48F]; Octopussy Module, \$6.95 [48G]) P 3 or more/C 5

**48** All the thrills, intrigue, and adventure of the world of James Bond are captured in this exciting role-playing game. Players take the part of any agent in Her Majesty's Secret Service, including the dashing 007 himself. Well-designed adventures based on some of the films are available, complete with maps, secret memos, and information reserved "For Your Eyes Only." Subtle changes from the films' scenarios insure surprises for even the most knowledgeable Bond fanatic. (Feb. 84)

### STAR TREK

(FASA Corporation, Basic edition, around \$12; Deluxe edition, around \$25; no photo) P 3 or more/C 5

**49** The *Star Trek* legend lives on. For everyone who ever wanted to beam aboard the *Enterprise*, here's a comprehensive role-playing game that lets you do just that. The rules are a vivid re-creation of the *Star Trek* world, from the ever-useful tricorder to the rigors of life at the Star Fleet Academy. The deluxe game comes with counters, Klingon and Federation deck plans, polyhedral dice, and three intriguing adventures.

### THE TRAVELLER BOOK

(Game Designers' Workshop, around \$12; no photo); P 3 or more/C 5

**50** Traveller is unique among science-fiction role-playing games both for its popularity and for the great number of adventures, spin-off games, and literature available for it. This book contains all the information you need to get started on futuristic space adventures, as well as planetary maps, ready-made characters, and two introductory adventures. Also included is a "Referee's Guide to Adventuring," an excellent manual on how to run any role-playing game.





# BENSON & HEDGES

## *Deluxe 100 Sweepstakes*



6 mg "tar," 0.5 mg nicotine av. per cigarette, FTC Report Mar '84.

Warning: The Surgeon General Has Determined  
That Cigarette Smoking Is Dangerous to Your Health.



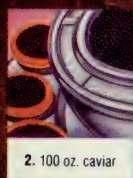
# B E N S O N

America's favorite sweepstakes has brought together the most deluxe collection of prizes in its history.

What do you consider deluxe? 100 inches of mink? 100 ounces of caviar? 100 points of rubies? Or 100 hours of windsurfing in Tahiti\*?



1. 100 in. mink coat



2. 100 oz. caviar



3. 100 pts. rubies



4. 100 hrs. Tahiti windsurfing\*



5. 100 porcelain flowers



6. 100 lbs. projection TV



7. 100 hrs. on chartered yacht\*



8. 100 yr. old music box



9. 100 sq. ft. screened gazebo



10. 100 in. ski equipment



11. 100 chocolate truffles



12. 100 linzer tortes



13. 100 sq. ft. Oriental rug



14. 100 pts. diamond solitaire



15. 100 mysteries on the Orient Express\*



16. 100 cassettes & a car stereo



17. 100 \$10 traveler's checks



18. 100 great literary works



19. 100 petit fours



20. 100 gals. ice cream



21. 100 silver dollars



22. 100 bath oil beads



23. 100% cashmere coat



24. 100 collector's stamps



25. 100 mos. safe deposit box



26. 100 yr. old Chinese vase



27. 100 oz. down comforter



28. 100 hrs. at racquetball club



29. 100 yr. old sherry



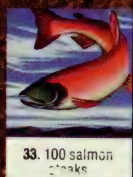
30. 100 castles & cottages on the Rhine\*



31. 100 oz. ink & Montblanc pen



32. 100 cu. in. designer luggage



33. 100 salmon steaks



34. 100 lbs. Surf Jet\*



35. 100 pcs. sushi in Tokyo\*



36. 100 shares mutual fund



37. 100 min. in chartered plane



38. 100 mm. crystal sculpture



39. 100 tennis balls & machine



40. 100 yr. old ship's decanter



41. 100 oz. inlaid chess set



42. 100 oz. cocoa & chocolate service



43. 100 wks. mortgage payments (up to \$6,000)



44. 100 yr. old brass andirons



45. 100 cases mineral water



46. 100 oz. digital stereo



47. 100 yr. old secretary



48. 100 in. Japanese screen



49. 100 chips at Monte Carlo\*



50. 100 cartons B&H Deluxe 100's



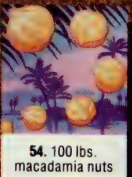
51. 100 rolls film & underwater camera



52. 100 Dutch bulbs



53. 100 mos. fresh fruit



54. 100 lbs. macadamia nuts



55. 100 yds. privet hedge



56. 100 oz. home security system

Warning: The Surgeon General Has Determined That Cigarette Smoking Is Dangerous to Your Health.

Ultra Lights: 6 mg "tar," 0.5 mg nicotine— Lights: 10 mg "tar," 0.7 mg nicotine— 100's: 17 mg "tar," 1.1 mg nicotine av. per cigarette, FTC Report Mar '84.



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61. 100 cultured pearls necklace



62. 100 lbs. croquet equipment



63. 100 programs & computer



64. 100 yds. silk scarves



65. 100 lbs. brass bed



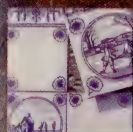
66. 100 hrs. horseback riding



67. 100 pc. stained glass window



68. 100 bottles French champagne



69. 100 Delft tiles



70. 100 lbs. filet mignon



71. 100 tins imported tea



72. 100 flints & gold plated lighter



73. 100 towels & a steam bath



74. 100 lbs. jumbo shrimp



75. 100 bottle wine cellar



76. 100 pcs. silver flatware



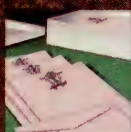
77. 100 gourmet foods (in a basket)



78. 100 grams French perfume



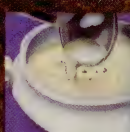
79. 100 oz. potpourri



80. 100 boxes monogrammed stationery



81. 100 pears & crystal bowl



82. 100 qts. vichyssoise



83. 100 calling cards & attache



84. 100 days garden service



85. 100 qts. water & whirlpool



86. 100 sq. in. Calder print



87. 100 hrs. golf at Pebble Beach\*



88. 100 blades & a sterling razor



89. 100 yds. Irish linen



90. 100 hrs. chauffeured limo



91. 100 in. velvet loveseat



92. 100 oz. pâté de foie gras



93. 100 oz. silver candelabra



94. 100 hrs. secretarial service



95. 100 in. top hat & tails



96. 100 links gold chain necklace



97. 100 yr. old butler's tray



98. 100 in. Ford Mustang L



99. 100 oysters Rockefeller



100. 100 ft. red carpet

## OFFICIAL RULES—NO PURCHASE NECESSARY

- Write the number of the sweepstakes you wish to enter in the space provided on the official entry blank, or on a plain 3" x 5" piece of paper.
- Hand print your name, address and zip code on your entry, include with it the bottom panels from two packs of Benson & Hedges 100's, Benson & Hedges Lights or Benson & Hedges Deluxe Ultra Lights, Regular or Menthol, or the words "BENSON & HEDGES DELUXE 100 SWEEPSTAKES" hand printed on a plain piece of paper.
- Enter as often as you wish, but you may enter only one sweepstakes per envelope. Each envelope must be mailed separately to: BENSON & HEDGES DELUXE 100 SWEEPSTAKES, P.O. Box 3716, Syosset, N.Y. 11775. Entries must be received by February 28, 1985.
- IMPORTANT:** You must write the number of the sweepstakes you are entering on the outside of the envelope, in the lower left-hand corner.
- Winners will be selected in random drawings conducted by National Judging Institute, Inc., an independent judging organization whose decisions are final. Winners will be asked to execute an affidavit of release and eligibility. All prizes will be awarded. One prize to a family. Tax liability is responsibility of individual winners. In lieu of prize, winner may elect to receive a cash award of \$200.
- Sweepstakes open to U.S. residents over 21 years of age, except employees and their families of PHILIP MORRIS, INC., its advertising agencies, and DON JAGODA ASSOCIATES, INC. Subject to all federal, state and local laws. Void in Michigan and wherever else prohibited, restricted or taxed.
- For a list of winners, send a stamped, self-addressed envelope to: Benson & Hedges Winners' List, P.O. Box 3762, Syosset, N.Y. 11775.

## BENSON & HEDGES

### Deluxe 100 Sweepstakes

P.O. Box 3716, Syosset, New York 11775

I've read the rules carefully and I've chosen my Sweepstakes. The Sweepstakes number is \_\_\_\_\_ and the prize is \_\_\_\_\_

Name \_\_\_\_\_

Address \_\_\_\_\_ (Please Print)

City \_\_\_\_\_ State \_\_\_\_\_ Zip \_\_\_\_\_



# Abstract Strategy

## ADI

(World Wide Games, Box 450, Delaware, OH 43015 \$22.50 postpaid)  
P 2/C 2/T 45m

**51** This 24-inch-long hardwood mancala board comes with rules for Adi (from Ghana) and Dakon (from Indonesia). As in other pit-and-pebble games, players pick up pieces—in this case, cowrie shells—and "sow" them into other pits, one at a time, moving in a set direction around the board. When certain conditions are met, which vary from game to game, captures occur. Planning ahead may seem hopeless at first, but improvement comes with practice. This set can also be used to play other popular games, such as wari.

## GO

(Sabaki Go Company; full-size folding wooden board, 5.5 mm glass stones, and two walnut bowls shown, \$65 [52A]; without bowls, \$45 [52B] deluxe set with slotted wooden board, bowls, and thicker stones, \$95 [52C].  
P 2/C 2/T 1h

**52** Despite simpler rules, go is harder to master than chess. Players alternately add one stone of their color to an intersection of the board, attempting to enclose territory. Stones are captured when surrounded by the opponent, but often a sacrifice of a group of stones in one part of the board is a strategic success elsewhere. Go originated in China two to four millennia ago, has a vast literature, and is played professionally in Japan, Taiwan, and South Korea. (Mainland China's "amateur" players are as good as Cuba's "amateur" boxers.)

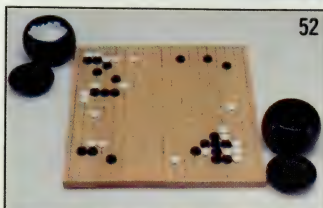
## GIVE & TAKE

(Ideal, \$5) P 2/C 2/T 20m

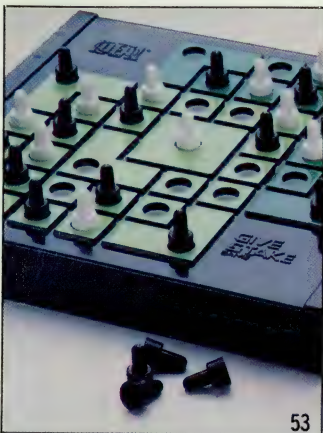
**53** This fast-paced game is played in two stages. First, players (white and black) alternately fill up the board with their pieces, obeying the rule that pieces of the same color may not occupy adjoining spaces. When one player cannot move, the opposite rule takes over: Now players must place pieces next to one or more of their other pieces, and then remove the latter from the board. The first player reduced to one piece wins. A player who forces his opponent to spread out too much in the first stage should win, but one mistimed move in the second stage can reverse the outcome.



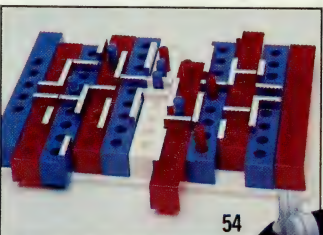
51



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## SHUTTLES

(Shoptaugh Games, \$10)  
P 2/C 2/T 30m

**54** In this unusual looking game, players race five pieces through a maze, trying to occupy the opponent's starting area. But instead of moving a piece every turn, a player may slide one section of the maze left or right a notch. This changes the positions of the walls and gaps that act as barriers to movement. Finding the most efficient move each turn is much easier said than done. (Feb. 84)

## PENTE

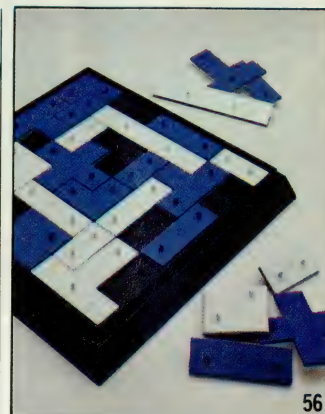
(Parker Brothers, with vinyl board shown, \$16.50 [55A] or deluxe board (limited supply), \$90 [55B])  
P 2-4(2)/C 2/T 15m

**55** Similar to the classic Japanese game *ninuki-renju*, Pente is as quick-playing a strategy game as anyone could want. The object is to get five stones in a row, or to capture five pairs of stones by enclosing them on both ends. The recently revised rulebook presents an excellent introduction to strategy as well as rules for several variations. (J/A 79)

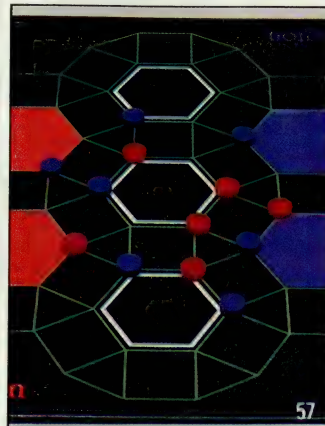
## DOMAIN

(Parker Brothers, around \$9)  
P 2/C 2/T 15m

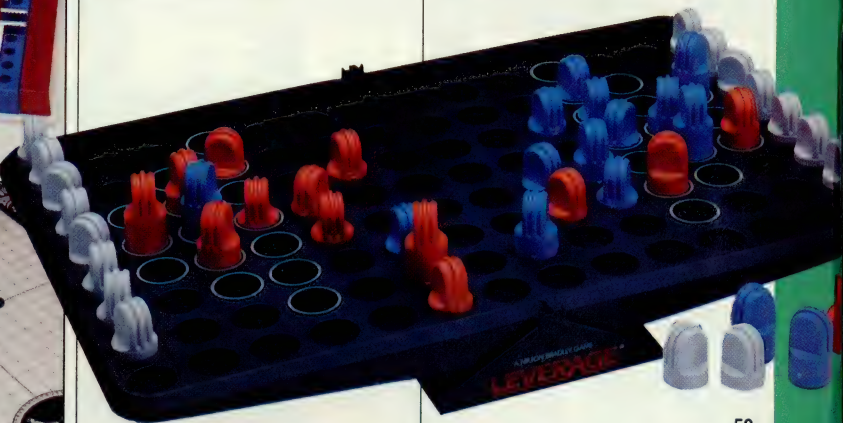
**56** Elements of Othello and Pentominoes blend in this very quick strategy game. The variously shaped tiles, each having one blue and one white side, are alternately added to the board by the players. Tiles adjacent to one just placed are flipped over. Players try to end the game with more than half the board showing their own color. Each of the three variations that come with the rules is an interesting game requiring its own strategies. (Mar. 83)



56



57



58

## LEVERAGE

(Milton Bradley, \$15) P 2/C 2/T 45m

**58** This is the only strategy game with a board that seesaws. Players advance pieces by moving and jumping, trying (as in games like Chinese checkers) to get them into the opponent's starting area on the other side of the board. Whenever a move makes the board tip, weights are removed to restore the balance. A player can lose by running out of weights as surely as by losing the race across the board. Complicating matters further is the fact that there are three types of pieces, varying in weight and in rules of movement and capture. (J/A 80)

## KENSINGTON

(Samuel Ward, \$10) P 2/C 2/T 30m

**57** This is the 20th century's answer to the ancient Egyptian game of nine men's morris. Players alternately place their pieces on the board, then move them one space at a time, trying to occupy all six points of one of the board's hexagons. A player who forms a triangle or square is allowed to reposition one or two opposing pieces anywhere he wishes, making the defense quite difficult. Draws are possible, but much rarer than in nine men's morris.



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need cheering. And sit up nights waiting for us to come home.

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# Replaying History

## DRUID

(West End Games, \$15) P 2/C 4/T 4h

**59** This wargame is based on Boudicca's Rebellion of A.D. 61, when the widow of a Briton tribal king led an unsuccessful revolt against the Romans. Aided by Druid priests, she tries to get other tribes to join the rebellion before the Roman legions are fully mobilized. In the clever game system, neither player knows for sure how many moves the other is allowed to make each turn. An amusing "Druid Invocation Table" results in random events from bad weather to a curse falling on the Roman leader.



## THE CIVIL WAR

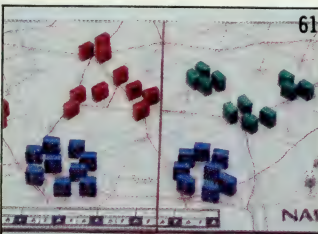
(Victory Games, \$18)  
P 2/C 5/T 2-20h

**60** This epic game was voted the best pre-20th-century historical game of 1983 at this year's Origins Adventure Gaming Convention. The long (56 pages) but very readable rulebook includes extensive designer's notes that provide many interesting insights into America's most costly war. All major aspects are covered, from naval blockades to supply problems. But the greatest emphasis is on the opposing sides' military leaders. More than 60 are represented, and they can be promoted or killed in battle, with important implications for their troops.

## NAPOLEON

(Avalon Hill, around \$14)  
P 2/C 3/T 1h

**61** Though this is probably the simplest simulation of the battle of Waterloo, it is also one of the most realistic. Wooden pieces representing the various units of the two sides (infantry, cavalry, artillery, and horse artillery) face their owners, allowing players to use a certain amount of deception. The French forces have greater mobility than the Anglo-Dutch, but are working against the clock as they maneuver forces from town to town, attempting to engage the enemy under the most favorable circumstances.



## ACE OF ACES

(Nova Game Designs; Rotary [62A], Powerhouse [62B], and Flying Machines [62C] editions, \$18 each)  
P 2/C 3/T 45m

**62** This game is played with a pair of ingeniously constructed books, each showing views from an airborne WWI fighter. Players simultaneously choose from any of 16 different maneuvers, call out numbers that appear next to these maneuvers, and soon arrive at new pages showing the resulting new views from each plane. (Different editions have planes with somewhat different capabilities, and can be combined if desired.) The object is to get the opponent in your sights—and at close-range if possible—before he does the same to you. Optional rules add realistic complications such as the possibility of running out of fuel. (J/F 81)

## CIVILIZATION

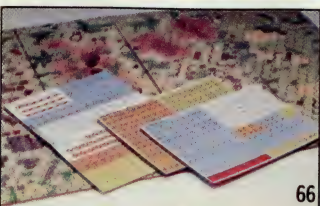
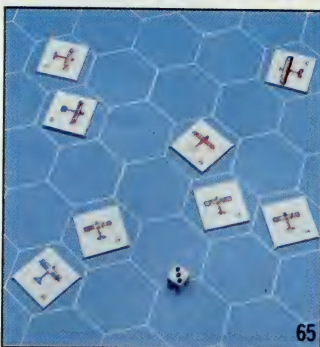
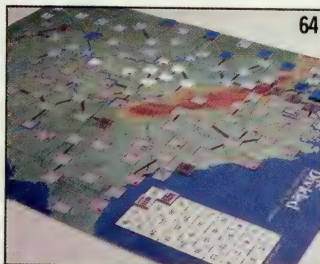
(Avalon Hill, \$22)  
P 2-7 (6-7)/C 4/T 2-12h

**63** If you have six or seven willing players and several free hours, you'll find no game that compares with Civilization for its epic scope, simple yet masterfully conceived rules, and totally addictive play. The object is to develop a small nomadic tribe—represented by a single piece at the start—into the most advanced civilization. Success requires properly timed population growth and exploration, wise placements of cities, shrewd trading of goods, avoidance of pointless conflict, and development of a balanced mix of arts, crafts, and sciences. (J/A 82)

## A HOUSE DIVIDED

(Game Designers' Workshop, \$10)  
P 2/C 3/T 90m

**64** This American Civil War simulation contains no difficult rules to learn and no tricky tactics to master. Players must think of the war in purely strategic terms: where to bring new recruits into play, which cities to fortify, whether to attack in the East or the West. The two sides have different strengths and objectives, but the game is remarkably well balanced. Novice and expert wargamers alike should find themselves coming back to this game over and over. (M/A 82)



## BLUE MAX

(Game Designers' Workshop, \$18)  
P 2 or more/C 3/T 90m

**65** Entering the blue-sky battlefields of World War I dog-fights, players start their planes from opposite sides of the map and secretly record what maneuvers they will make. Second-guessing the other pilot is tricky, and it's not easy to get within shooting range. The beautifully detailed color counters are a joy to "fly." All the classic planes of the era are depicted, and easy-to-use charts show the different maneuvering abilities of each.

## SQUAD LEADER

(Avalon Hill, \$18) P 2/C 5/T 3-6h

**66** The tense, squad-level combat of World War II is re-created in this detailed, best-selling game. Using programmed instruction, the rules lead you through a series of well-balanced scenarios, from the street fighting in Stalingrad to battling Panzers on the road to Bastogne. The ingenious four-section mapboard is used to create a variety of battlegrounds. And for those who catch the Squad Leader bug, assorted "gamettes" are available to cover the full range of tactical combat during the last World War.





## BATTLES FOR THE ARDENNES

(TSR Hobbies, \$20) P 2/C 4/T 2-8h

**67** Actually six games in one, Battles for the Ardennes comes with four maps that can be used to re-create four World War II battles (St. Vith, Clervaux, Celles, Sedan) and two major campaigns (the 1940 blitzkrieg to the Meuse and the 1944-45 Battle of the Bulge). These games emphasize playability, but are detailed enough to be excellent simulations too. This game was originally published by SPI, some of whose best games have been reissued by TSR.

## THE RUSSIAN CAMPAIGN

(Avalon Hill, \$14) P 2/C 4/T 6h

**68** An oldie but a goodie, this very playable, well-balanced game won some major "best game" awards in 1976. It's still one of the most popular war games, even though it is not as detailed as some players prefer nowadays. Operation Barbarossa—Hitler's fatal but nearly successful invasion of Russia—is re-created on the large game map, with players vying for control of key cities and rail lines. As in the real campaign, unpredictable weather changes can spell disaster for an unprepared player.

## Mystery and Logic

### SHERLOCK HOLMES CONSULTING DETECTIVE

(Sleuth Publications, \$25 [69A]; Mansion Murders supplement, \$12 [69B]) P 1 or more/C 3/T 1h or more

**69** Armed with a map and directory of 1886 London, you set out—solo, cooperatively, or competitively—to solve 10 different cases (there are five more in the Mansion Murders supplement). At any of 250 locations, you may find suspects or clues which, in turn, are likely to direct you to several new locations. The mysteries are intricately con-

structed, and the mood of the Conan Doyle stories is sustained by such beautiful touches as simulated copies of London newspapers that must be carefully scoured for subtle clues.



### SLEUTH

(Avalon Hill, \$8) P 3-6/C 2/T 1h

**70** Logic-puzzle fans will enjoy this card game, in which the object is to deduce which card has been removed from a deck of 36 "Gem" cards. Each card represents a gem with a unique combination of color, stone, and setting (e.g., a "blue diamond cluster"). Using cards from a "Search" deck, players ask one another about what Gem cards they hold. Depending on the question, players must either say how many cards they hold of a certain type, or actually show the cards. The game has an even more challenging super-sleuth version.

### MURDER AT THE MISSION

(Jamie Swise, available from Just Games, 133 Mead Brook Rd., Garden City, NY 11530, \$17 postpaid; no photo) P 5-6/C 3/T 2h

**71** This is one of the newest in a series of role-playing murder mysteries designed for parties. Each player acts the role of a suspect, is given his own set of information about a crime, and actively questions the other players in an attempt to unravel the mystery. One player is the killer, who attempts to keep the truth hidden as long as possible.

The other games in the series (Who Killed Roger Ellington?, Murder by Proxy, and The Twelfth Night Murder), all of which are best with eight players, are available at the same source and price.

## 221-B BAKER STREET

(John Hansen, \$14) P 2-6/C 3/T 45m

**72** Players travel around the board discovering clues (read from a book) at Scotland Yard, the Carriage House, or any of a dozen other locations in Sherlock Holmes's London. Some clues reveal facts about a case, while others are charade-like puzzles that name part of the case's solution. The cases are easy to solve once all the clues are in, so to win the race you often must risk an educated guess. Twenty different cases are provided, and several additional sets may be purchased separately.

## Thinking Machines

### CHESS CHALLENGER SUPER 9

(Fidelity Electronics, \$250) P 1/C 3/T 45m

**73** A strong and reliable opponent, the Super 9 has all the features one expects of a chess computer these days. The board is sensory, so to move you need only touch the squares; you can take back moves, ask for hints, or even switch sides. At tournament speeds, it will play like a human rated around 1800—which means it will give the average player a lot of trouble.



## MONTY PLAYS SCRABBLE BRAND CROSSWORD GAME

(Ritam, [74A] \$149.95; Vocabulary Modules 1 [74B] and 2 [74C], \$39.95 apiece) P 1-3/C 3/T 1h

**74** This electronic Scrabble opponent plays at four different speeds, finding better moves the more time it is given. It knows 12,000 words (which you can expand to 44,000 with two Vocabulary Modules)—enough to make it a tough opponent if you play honestly. But if you get desperate, you can resort to playing phoney words: If a word looks pronounceable, Monty is unlikely to challenge it. (Sept. 83)



### OMNIBOT

(Tomy, around \$250) C 3

**75** This little robot (15" tall without the antenna) may not be a game, strictly speaking, but it's certainly playful. Omnibot can be programmed to move around (even on carpets), grasp objects, serve as an alarm clock, and even to turn itself on and repeat up to seven programs as much as a week later. A built-in cassette player allows Omnibot to repeat what you say or to play music. To serve hors d'oeuvres, Omnibot can go right to work as a butler with its detachable serving tray. The robot is battery operated, and comes with a built-in battery and recharging unit.







## Fantasy Worlds

### TALISMAN

(Games Workshop, \$19)  
P 2-6/C 4/T 90m

**76** The contents of the board's squares change constantly in Talisman, which blends old-fashioned board-game play with elements of role-playing adventures. Each player is a different character, and begins with a unique combination of strength, craft, and gold, as well as multiple lives. As players move around the board, adventure cards are drawn that fill squares with monsters, magic spells, or treasures, which help or hinder players as they try to gather enough power to enter the board's crucial but dangerous inner tracks. (Oct. 84)

### VALLEY OF THE FOUR WINDS

(Games Workshop, \$17)  
P 2/C 4/T 2h

**77** This well-balanced fantasy wargame pits Good, led by a hero named Hero Dragon-slayer, against Evil, whose forces include skeletons and swamp creatures. Some of the forces have the ability to cast magic spells, with unusual effects on the otherwise simple combat rules. Several important units must be searched for by both players; the uncertainty of when and where they will appear makes every game different, and makes solitaire play (taking both sides) more interesting than in most wargames. (Aug. 83)

### DRAGON PASS

(Avalon Hill, around \$16)  
P 2-3/C 5/T 2-12h

**78** This complex fantasy wargame is fought simultaneously on spiritual and worldly planes by an enormous cast of characters with a bizarre array of special powers. There are, for instance, Lunar magicians, whose

powers vary according to the phases of the moon; the Earth-shaker's cult, whose weapons include earthquakes; and Delecti, who revives dead units for his army of zombies. There are dinosaurs and dragons, giants and half-beasts, all sought as allies by opposing forces. First published as White Bear & Red Moon, Dragon Pass is set in Glorantha, the magical world of the role-playing game Runequest.



### PENTASTAR

(Adventure Games, \$20)  
P 2/C 3/T 2h

**79** In the mythical world of this imaginative fantasy wargame, victory can come in either of two very different ways. While two armies of strange creatures fight for military victory, opposing wizards try to collect five pieces of a magical object (the

Pentastar) and bring it to a certain location for a magical victory. Choosing what cards to play each turn poses an interesting dilemma, because a card used to gain an advantage in magic—which helps move the Pentastar pieces—is no longer available to help mobilize military forces. (Jan. 84)

### NECROMANCER

(Steve Jackson Games, \$5)  
P 2/C 4/T 2h

**80** Armies of the undead clash as two opposing wizards search for Jewels of Power that may enable one to destroy the other. Necromancer has a unique feature for a fantasy game, in that units may switch sides in the battle (when flipped over, they change color). The more units a wizard controls, the weaker his control over each unit—and the greater the chance it will be "converted." Optional rules add new kinds of creatures and magical objects. Though the inexpensive counters have to be cut apart by hand, they are nicely detailed.

## 3-D Games

### CROSSTALK

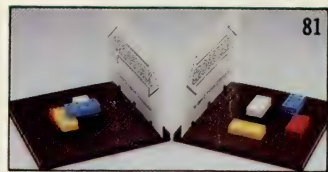
(Polar Company, \$22)  
P 2, 4, or 6 (4 or 6)/C 2/T 45m

**81** A game for people who like to communicate, Crosstalk will test your ability to convey a message to your partner as quickly and accurately as possible. The message is an arrangement of differently colored dominoes on a board, which you want your partner to duplicate on his board sight-unseen. In the first round, all players are allowed to talk freely; later, communications are restricted to yes-no questions, and ultimately to sign language. (July 83)

### DOQUIN

(Topits Manufacturing, \$15)  
P 2-4/C 2/T 20m

**82** This attractive new game is much more complex than it first appears. Players take turns inserting a wooden rod of their color into any of 48 holes. If two of a player's rods hit an opposing rod, it is captured. A player scores one point for each rod inserted all the way, and one point for each capture—and he wins if he gets five points of either type. Partnership games (two against two) are probably the most interesting, and sometimes the most confusing. (Oct. 84)



### QUINTILLIONS

(available from Kadon Enterprises, 1227 Lorene Dr., Suite 16, Pasadena, MD 21122, \$34 postpaid; Superquintillions supplement, \$45 postpaid)  
P 1-4/C 1-3/T 5m-45m

**83** Four basic games and dozens of puzzles are provided with this game, all based on different rules for arranging and rearranging the precision-cut set of 12 identically sized but differently shaped pieces. The Superquintillions supplement adds 18 new pieces of more complex shapes, and many new puzzles (some of which use all 30 pieces). (S/O 81)

### DOMINATION

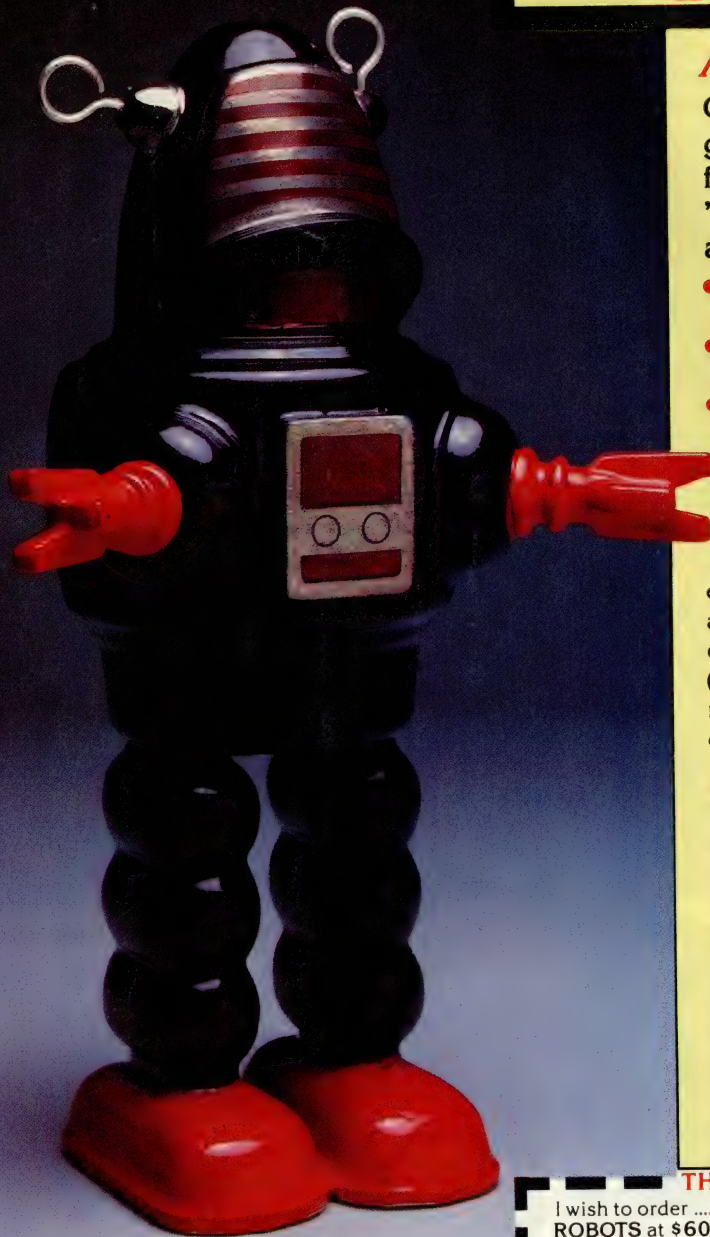
(Milton Bradley, \$7.95)  
P 2-4 (2)/C 2/T 30m

**84** The strategy and tactics of this game are both novel and varied. All the pieces start on the ground level, but as the game progresses they become grouped into stacks. A stack is moved by the player with the top-most piece and must move as many spaces as the number of pieces in it. Players break up and recombine stacks, capture opposing pieces, and create reserves that can be dropped into play anywhere, all in an attempt to dominate every stack on the board.





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# HALL OF FAME

As thousands of new games come and go, a few very special ones remain favorites year after year. These are the classics that imitators never seem to equal in quality or staying power. This year, we've created a special niche in The Games 100 for these games. You'll probably find some of your favorites here; but we have not included such traditional games as go and chess, despite their longevity and high quality, since we're likely to want to recommend different editions from year to year. Most of the games that follow, we believe, will still be played a hundred years from now.

## CLUE

(Parker Brothers, around \$10) P 3-6 (4-6)/C 2/T 1h

A whodunit with a different solution each game, Clue creates intricate problems in deductive reasoning from a simple set of rules. Players draw subtle inferences as they take turns refuting each other's suggested solutions of a crime by revealing cards from their hands. Clue was first published in England in 1947, under the name "Cluedo." (J/F 80)

## MONOPOLY

(Parker Brothers, Standard edition shown, around \$10; Super Deluxe edition around \$60) P 2-6 (4-6)/C 3/T 2h

Probably the most often imitated game in history, Monopoly is still the best of its kind. Lizzie J. Magie patented "The Landlord's Game" in 1904, and 20 years later patented a revised version that was virtually identical to today's Monopoly. Early in the 1930s one Charles B. Darrow began home production of the game and, pretending to be the inventor, sold it to Parker Brothers in 1935 under the name Monopoly. (M/A 78)

## DIPLOMACY

(Avalon Hill, around \$17) P 3-7(5-7)/C 3/T 5h

To conquer Europe on the eve of World War I, players must know how to make promises that others want to hear, break alliances at just the right time, and—above all—be able to tell their friends from their foes. Each player controls only a few pieces, but the fact that players move simultaneously complicates the strategy enormously. Diplomacy was invented by Allan B. Calhamer and first published in 1959. (N/O 77)

## SCRABBLE BRAND CROSSWORD GAME

(Selchow & Righter; Deluxe edition shown, around \$28; Travel, around \$16; Standard, around \$12) P 2-4(2)/C 3/T 1h

The most strategic of all word games (in its two-player version), Scrabble has given rise to clubs, tournaments, a players' newsletter, and even its own dictionary. Invented by Alfred Mosher Butts, Scrabble was first copyrighted in 1948. (S/O 78)

## RISK

(Parker Brothers, around \$14) P 2-6/C 3/T 90m

No other game of global conquest is simple and entertaining enough to be considered a family game despite its bellicose theme. Risk was invented in France by Albert Lamorisse, who was also the writer and producer of the film *The Red Balloon*. Parker Brothers altered both the name (originally "La Conquête du Monde") and the play when it copyrighted the game in 1959.

## SORRY!

(Parker Brothers, around \$10) P 2-6/C 2/T 45m

This race game, known for dramatic shifts in players' fortunes, carries on the tradition of the Indian pachisi. Dice have been replaced by cards, many of which offer players a choice of more than one kind of move. First published in England, Sorry! was added to the Parker Brothers catalog in 1934.

## ACQUIRE

(Avalon Hill, around \$18) P 2-6/C 3/T 1h

In this highly competitive board game, players add hotels to the board in the form of tiles. As chains meet and merge, players speculate on the changing board situation by buying stock in chains they think will prosper. Invented by GAMES Contributing Editor Sid Sackson, Acquire was first published in 1963.

## DUNGEONS & DRAGONS

(TSR Hobbies, Basic and Expert Sets, around \$12 each) P 3 or more/C 4

The role-playing game that began an industry is still the best introduction to the genre, in which one player—the "dungeonmaster"—directs the others through perilous adventures in a fantastic world. Experienced players can take advantage of countless adventure modules, miniatures, and playing aids. Invented by Gary Gygax and David Arneson, D&D was first published in 1974.

## YANTZEE

(Milton Bradley, around \$5) P 1 or more/C 2/T 15m

In this addictive dice game, players throw five dice, rethrow some or all of them two more times, and enter the final throw into one of 13 categories on a score-sheet. As categories are used up, good scores become harder to make. The nearly identical game of Yacht appeared in books around 1940, but is probably older. The game was published as Yahtzee in 1953.

## OTHELLO

(Ideal, around \$10) P 2/C 2/T 30m

This game has a paradoxical strategy, because the more pieces you flip to your color early in the game, the more the opponent will be able to flip back later on. The game dates back to at least 1870, when John W. Mollett, Esq. published a cross-shaped 96-square version in England, under the name "The Game of Annexation." Around 1889 a book appeared claiming that Lewis Waterman was actually the inventor of the game, which by then was played on today's 8 x 8 board and called Reversi. The game was "reinvented" in Japan in the early 1970s by Goro Hasegawa, who changed its name to Othello. (S/O 77)

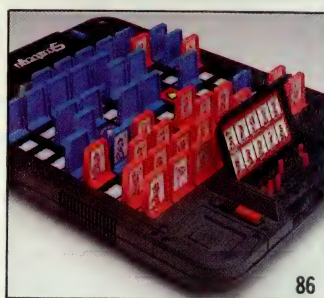
**Note:** Games in the Hall of Fame are not available from GAMES Mail Order.

# Abstract Conflict

## BATTLE

(Yaquinto, \$10) P 2/C 3/T 30m

85 Mountains, towns, and forests can be moved around the board to create a variety of different battlefields in this excellent introduction to wargames. Each player's army consists of only a few pieces, whose combat and movement capabilities vary with the terrain. But because no dice are used, Battle may have more in common with chess than with wargames.



## ELECTRONIC STRATEGO

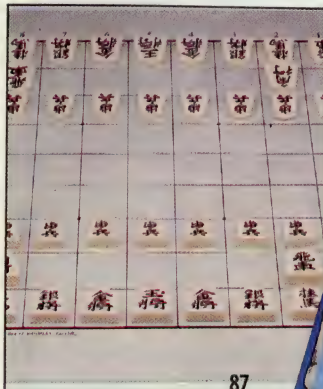
(Milton Bradley, \$35.95) 2/C 3/T 45m

86 Technology has improved the long-popular board game of Stratego, in which players keep the identities of their pieces secret while attempting to find and capture the opponent's flag. The electronic version allows players to probe enemy positions (removing the slight advantage previously enjoyed by the more defensive player), to win battles without revealing the identity of the victorious piece, and to move pieces onto squares containing their own side's hidden mines. (Sept. 82)

## SHOGI

(The Shogi Association; with Japanese pieces with blue vinyl board, \$19.95 [87A] or with folding wooden board, \$35 [87B]; with Westernized pieces showing piece moves and either vinyl board, \$19.95 [87C], or wooden board, \$35 [87D]. P 2/C 3/T 1h

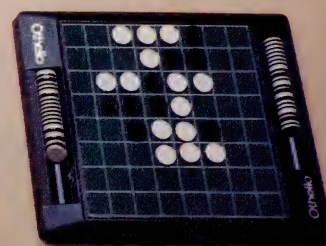
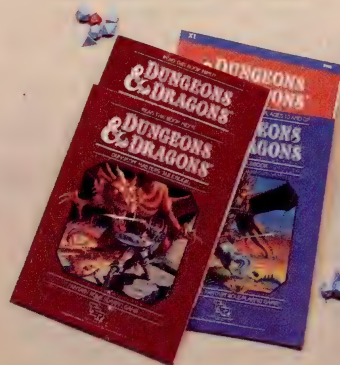
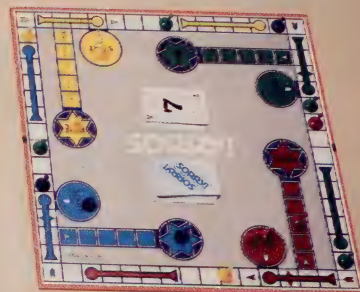
87 No strategy game is more intricate or beautiful than shogi, a Japanese cousin of Western chess. Shogi's characteristic rule is that a captured piece becomes the property of the capturing player, who later



may drop it back into play like a paratrooper. This rule makes the game much more dynamic than chess, virtually eliminates draws, and also makes possible a handicap system that allows players of unequal skill to play interesting games. Playing with the Japanese set shown is surprisingly easy to get used to, but some novices will prefer the Westernized set. For information on the game, its growing English-language literature, and several intriguing historical variants—which are played on boards as small as 7 x 7 and as large as 25 x 25, with many unusual pieces—write: The Shogi Association, P.O. Box 77, Bromley, Kent, United Kingdom.







## CONQUEST

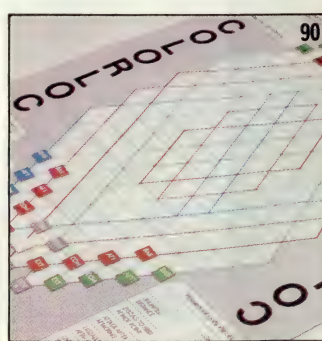
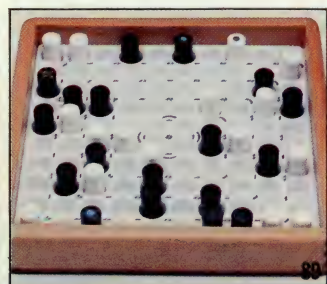
(Conquest, Inc.; two-player version with metal pieces shown, \$42.50 [88A]; with plastic pieces, \$16.50 [88B]) P 2/C 3/T 90m

**88** This handsomely made game is a medieval battle of pure skill between armies of soldiers, knights, elephants, chariots, ships, and galleons. Players make up to 20 per turn (and effectively more, since some pieces can transport others). True fanatics may want to try Conquest Plus (with catapults and siege engines) or four-player Conquest (write: Conquest, 1122 W. Burbank Blvd., Burbank, CA 91506). (J/F 79)

## QUANTUM

(Quantum Game Company, \$35) P 2/C 2/T 30m

**89** This is a fast-changing game that's full of surprises. First the board is shaken to randomly distribute weighted pieces into different holes. Players then take turns either moving a piece or turning one upside down (thereby changing its movement capabilities). Moves can be quite dramatic: Often it's possible to jump and capture 10 or more opposing pieces in a turn. The object is to occupy all four center spaces. Falling behind usually entitles you to make a one-time-only "disaster" move that can equalize things in a hurry.



## COLORLOC

(Victor Talalay, \$10) P 2/C 3/T 1h

**90** This game begins with careful maneuvering, but ends explosively. On the cleverly designed board are intersecting lines of different colors. Each player has a multicolored set of pieces that move and capture in different ways along lines of different colors, according to each piece's color and type. The object is to capture a specific enemy piece that is immobile. In the endgame, certain types of pieces can sometimes wipe out half the opposing army in a single move. (Feb. 83)

## 4000 A.D.

(Waddington's, \$19.95) P 2-4/C 3/T 90m

**91** In a sense, planning ahead in this game requires thinking in four dimensions. Players maneuver starfleets on a board that represents a 2 x 3 x 4 area of space, earning extra ships by occupying certain stars. To travel into new sectors, ships go off the board and into a timewarp—and an important tactic is to coordinate attacks by two different groups of ships coming back into play from different warps. Since combat rules are simple (when opposing fleets meet, the bigger one wins), players can concentrate on strategy rather than tactics when preparing to attack the opponent's home star systems. (M/A 79)





# Science Fiction

## DUNE

(Avalon Hill, \$16)  
P 2-6 (4-6)/C 3/T 3h

**92** A game of treachery, strategic gambles, and changing fortunes, Dune does justice to Frank Herbert's classic science fiction novel about the struggle of various factions to gain control of a desert planet whose spice is the key to galactic navigation. Each player has special powers, according to the faction he is playing. The Fremen, for example, can control the giant sandworms, while the Atreides player's visions of the future can force the opponents to reveal part of their battle plans before a confrontation.

## ILLUMINATI

(Steve Jackson Games, \$7 [93A]; expansion sets 1 [93B] and 2 [93C], \$6.50 each) P 2-6 (4-6)/C 3/T 2h

**93** If you think the CIA and the multinational oil companies control Madison Avenue and the Post Office, or if you worry about UFOs, Cattle Mutilators, and the Bermuda Triangle, this humorous but strategic card game may be for you. Each player, representing a powerful, supersecret organization of Illuminati, attempts to build control over a network of other groups through a combination of cunning, deceit, and good fortune. Expansion sets add variety by introducing new groups like the Trekkies, the Phone Phreaks, and the Orbital Mind Control Lasers. (Feb. 83)

## BEYOND THE STELLAR EMPIRE

(Adventures-by-Mail, Box 424, Cohoes, NY 12047; fee \$17 includes rules, setup, and two moves, plus \$4 to \$5 per move thereafter; rules only, \$4; no photo) P 1/C 5/T many months

**94** Enter the rough and tumble world of an intergalactic entrepreneur with this exciting and popular play-by-mail game. Players join one of more than a dozen companies in search of fame, fortune, and adventure in deep space. The companies publish chatty newsletters reporting meteor-plagued sectors as well as results of the latest battles with the nefarious pirate group, Rip-tide. A correspondence game with a wealth of detail and player interaction, Beyond the Stellar Empire is easy to play yet offers enough activity to be a full-time hobby. (May 84)



## BATTLECARS

(Games Workshop, \$19)  
P 2-4/C 4/T 2h

**95** Following on the heels of the successful game Car Wars and films such as *The Road Warrior*, Battlecars is an attractively produced game of dueling autos in the year 2085. Colorful markers depicting trees, buildings, and pedestrians are placed on the plain board to form the arena of combat. Counters are provided for the heavily armored cars (including a wicked '57 Chevy) as well as spikes, mines, and assorted weapons. The tongue-in-cheek tone of the game makes all the mayhem most amusing.



## COSMIC ENCOUNTER

(Eon Products, \$20 [96A]; expansion sets 1 [96B], 2 [96C], and 3 [96D], \$6 each) P 2-4(4)/C 3/T 90m

**96** In this humorous game of card play and diplomacy, each player is a different type of alien who has the power to break the game's rules in a unique way. These powers are especially useful in showdowns between players, who commit pieces, seek allies, and secretly choose a card to play as they attempt to attack or defend a planet. Many expansion sets are available, adding new types of aliens and enabling more players to take part. (S/O 78)

# Hands On

## BLOCKHEAD

(Pressman, \$7.99)  
P 2 or more/C 1/T 10m or more

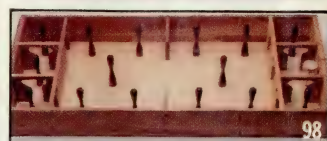
**97** A family or party game suitable for all ages, Blockhead tests perception, dexterity, and judgment. Each player in turn chooses a block—most of which have irregular shapes—and attempts to add it to a growing tower. It's a good idea to place each block precariously so as to make it difficult for the next player to build: Whoever tips over three towers is out of the game.



## SKITTLES

(World Wide Games, Box 450, Delaware, OH 43015; \$112 postpaid)  
P 1-4 or more/C 1

**98** Measuring 40" x 18", this beautifully crafted hardwood rendition of the famous table game, which originated in China but got its name in England, provides the kind of drama experienced at racetracks or roulette wheels. Players take turns wrapping a string around the stem of a wooden "top," then pulling the string sharply, which sets the top in motion. While bowling over pins (scoring the number of points marked under each) and bouncing off walls, the top can stay up an amazingly long time. You'll find yourself cheering when it finds its way through the doorways to the high-scoring pins on the far side of the board, but cursing when it falls just before knocking over a pin that would have given you a record score. The game comes with extra string, an extra pin, and four tops.



## ROBOTIX

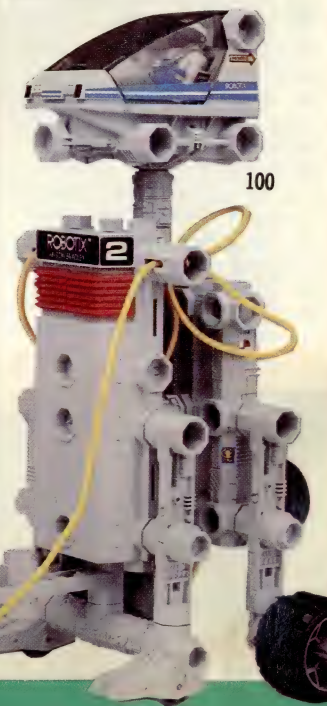
(Milton Bradley, Series R-1000, around \$40 or Series R-2000, around \$60) C 2

**100** A construction toy with a futuristic look, Robotix consists of pieces (37 in the R-1000 edition, nearly 80 in the R-2000) that snap together to form a stellar dune buggy, a satellite launcher, the planet prober shown, or any number of other self-propelled creations. Two motors (requiring four "C" batteries) allow your robot to move forward and back, or to make its mechanical hand spin, lift, grasp, or go up and down. Accessory packs are available to increase the number of pieces in your set and the range of things you can build. The box says "ages 7-14," but we think "7-140" is more like it.

## NO JIVE YO-YO

(Tom Kuhn Custom Yo-Yos, \$12.95)  
P 1/C 1

**99** This precision hardwood Yo-yo comes with extra string and two extra axle sleeves (friction weakens them after long use). The instruction booklet teaches basics (like how to string a Yo-yo) and how to do nine tricks, from "The Sleeper" to "The Man on the Flying Trapeze." No Jive is actually three Yo-yos in one, because its two sides can be taken apart and reassembled in three different ways (classic, flying camel, and pagoda yo).









# Science Fiction



## DUNE

(Avalon Hill, \$16)  
P 2-6 (4-6)/C 3/T 3h

**92** A game of treachery, strategic gambles, and changing fortunes, Dune does justice to Frank Herbert's classic science fiction novel about the struggle of various factions to gain control of a desert planet whose spice is the key to galactic navigation. Each player has special powers, according to the faction he is playing. The Fremen, for example, can control the giant sandworms, while the Atrides player's visions of the future can force the opponents to reveal part of their battle plans before a confrontation.

## ILLUMINATI

(Steve Jackson Games, \$7 [93A]; expansion sets 1 [93B] and 2 [93C], \$6.50 each) P 2-6 (4-6)/C 3/T 2h

**93** If you think the CIA and the multinational oil companies control Madison Avenue and the Post Office, or if you worry about UFOs, Cattle Mutilators, and the Bermuda Triangle, this humorous but strategic card game may be for you. Each player, representing a powerful, supersecret organization of Illuminati, attempts to build control over a network of other groups through a combination of cunning, deceit, and good fortune. Expansion sets add variety by introducing new groups like the Trekkies, the Phone Phreaks, and the Orbital Mind Control Lasers. (Feb. 83)

## BEYOND THE STELLAR EMPIRE

(Adventures-by-Mail, Box 424, Cohoes, NY 12047; fee \$17, includes rules, setup, and two moves, plus \$4 to \$5 per move thereafter; rules only, \$4; no photo) P 1/C 5/T many months

**94** Enter the rough and tumble world of an intergalactic entrepreneur with this exciting and popular play-by-mail game. Players join one of more than a dozen companies in search of fame, fortune, and adventure in deep space. The companies publish chatty newsletters reporting meteor-plagued sectors as well as results of the latest battles with the nefarious pirate group, Rip-tide. A correspondence game with a wealth of detail and player interaction, Beyond the Stellar Empire is easy to play yet offers enough activity to be a full-time hobby. (May 84)

## BATTLESTAR GALACTICA

(Games Wo  
P 2-4/C 4/

**95** Follow success and films superior, Battlestar Galactica produced in the year depicting the destruction of the planet Earth. Count heavily armed and wicked '50s spikes, missiles, weapons. tone of the mayhem r



## COSMIC

(Eon Products, sets 1 [96B] \$6 each) P

**96** In this card

each player is a different type of alien who has the power to break the game's rules in a unique way. These powers are especially useful in showdowns between players, who commit pieces, seek allies, and secretly choose a card to play as they attempt to attack or defend a planet. Many expansion sets are available, adding new types of aliens and enabling more players to take part. (S/O 78)

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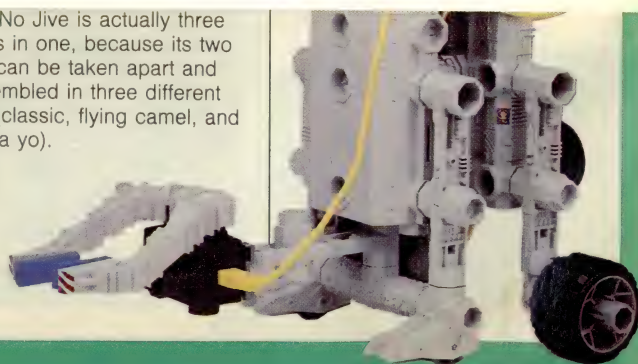

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eze." No Jive is actually three Yo-yos in one, because its two sides can be taken apart and reassembled in three different ways (classic, flying camel, and pagoda yo).

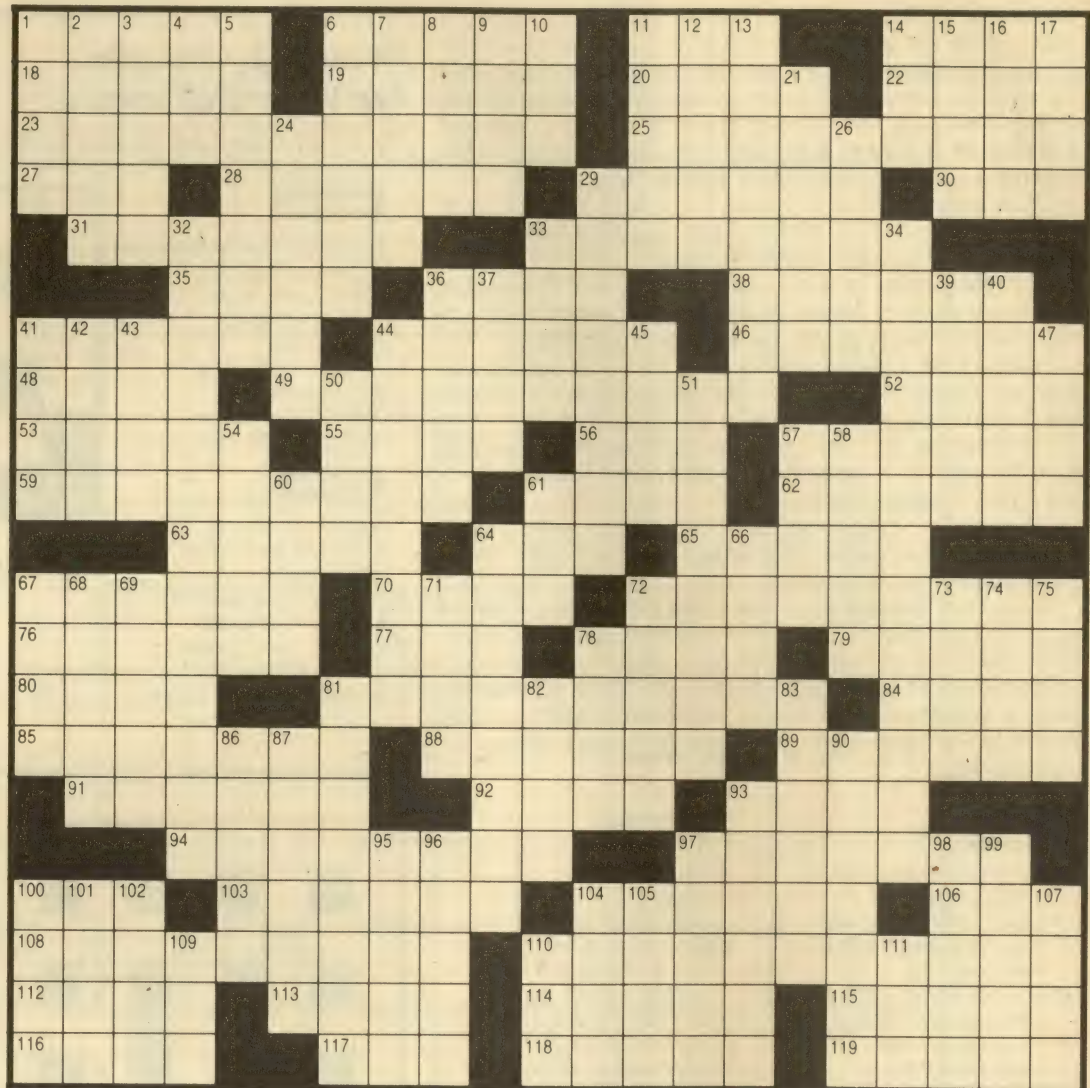


# Sobriquets ★★★

by Calista Luminati

## ACROSS

- 1 Gets top billing  
6 Double agents  
11 Gullet  
14 "It's \_\_\_\_ to tell a lie"  
18 Femur-talus link  
19 "I found Rome \_\_\_\_ of bricks": Augustus Caesar  
20 Indigo source  
22 Zip or genetic, e.g.  
23 John Merrick, with "The"  
25 Erwin Rommel, with "The"  
27 Sportscaster Allen  
28 E.T. and pals  
29 Riding academy  
30 High, musically  
31 Hospice  
33 Congressman's domain  
35 Home for Hans  
36 Pro shop purchase  
38 Formal proposal  
41 Zealous  
44 Closing number  
46 Search for arches, e.g.  
48 Setting for Bradbury's "Chronicles"  
49 William Shakespeare, with "The"  
52 Ossian's land  
53 Blow one's top  
55 Top 40 songs  
56 \_\_\_\_ canto  
57 Catfish's whisker  
59 They precede state finals  
61 Fix  
62 Viola player's neighbor  
63 Timpani  
64 Vinegar's partner  
65 Wells's *The \_\_\_\_ the Worlds*  
67 Declare  
70 Middle name in Menlo Park  
72 Gambler's asset  
76 Pitfalls  
77 Electrician's charge?  
78 Prefix with John or god  
79 More faithful  
80 1984 James Garner movie  
81 Long-time Alabama football coach  
84 Quartet member  
85 Public entertainer



Answer Drawer, page 74

- 88 Old Austrian coins  
89 Musical works  
91 Soup legume  
92 Cologne feature  
93 *Jeanne \_\_\_\_* (Maid of Orleans)  
94 Race annihilation  
97 *At the Movies* segments  
100 More than full  
103 Judicial writ  
104 Adds excitement, with "up"  
106 Cultivate  
108 Charles Lindbergh, with "The"  
110 William Cody, familiarly  
113 Curb  
114 Bikini, for one  
115 South African province  
116 Subjunctive verb  
117 Do, in Dundee  
118 Approvals  
119 Cubic meter

## DOWN

- 1 Prow  
2 Bathroom repairer  
3 White poplar  
4 Excoriate  
5 Exceedingly hot and dry  
6 Rages  
7 Santa's reindeer, e.g.  
8 Sketch, old-style  
9 Greek letters  
10 Thesaurus entry: Abbr.  
11 \_\_\_\_ a hatter  
12 Concerning  
13 "A sadder and a \_\_\_\_": Coleridge  
14 Volstead, for one  
15 Chesterfield  
16 Adored one  
17 Barber's call  
21 Multitude  
24 Alaskan natives  
26 Straight: Lat.  
29 Wrongly identify  
32 Louis XI of France  
33 Inattentive  
34 Georges Clemenceau, with "The"  
36 Dyeing choices  
37 Seth's son  
39 African antelope  
40 Nostrils  
41 U.S. citizen  
42 Not well done  
43 Dope  
44 1964 Henry Fonda movie  
45 50-50  
47 Liquefy  
50 Sound of impact  
51 Storybook shoe-dweller  
54 Braves manager Joe  
57 Use an auger  
58 Scrub a mission  
60 Reply from General McAuliffe  
61 Woody's *Broadway Danny Rose* co-star  
64 Reversed a veto  
66 Related  
67 Hammett hound  
68 Menacing growl  
69 *À votre \_\_\_\_*  
71 Security problem  
72 Swiss anatomist Johann  
73 "\_\_\_\_ Lang Syne"  
74 Medusa's mother  
75 Cupid  
78 Crab Key villain  
81 Fitted  
82 Be an omen of  
83 Globetrot  
86 McQueen or Allen  
87 Tone deafness, figuratively  
90 Prayers  
93 Car decorations  
95 Lashes  
96 Vernon Castle's wife  
97 Ransack  
98 Bread choice  
99 Kind of energy  
100 Road sign  
101 Biked  
102 Rara avis  
104 Cord fiber  
105 Certain saucers  
107 Her, in Harfleur  
109 Prior to when  
110 Green or Galway  
111 Dracula, at times



# Cryptic Crossword ★★★

by Mike Shenk

The Warm-Up Puzzle at right contains all the basic types of clues you're apt to encounter in a cryptic crossword. Like all cryptic clues, each contains two parts: a direct or indirect definition of the answer and a second description of the answer through wordplay. The first step in solving a cryptic clue, and a great part of the fun, is to determine the dividing point between the parts. Consider some sample clues:

"Rule breaker ruined the race (7)." This is an example of an anagram clue. The word "ruined" suggests jumbling the letters of the adjacent words THE RACE to get the answer, CHEATER (defined as "rule breaker"). An anagram clue always contains a word or phrase (like "crazy," "reorganized," or "in a heap") that suggests mixing or poor condition.

"Forest's edge divided city, in time (10)." The answer, TIM-BERLINE ("forest's edge"), is literally the word BERLIN ("divided city") inside TIME. This is called a container clue.

"Climb a trail (6)." Here you must join two short words to form the answer: A, given directly, and SCENT ("trail"), yielding ASCENT ("climb," as a noun).

"Overthrow in coups, etc. (5)." The answer, UPSET ("overthrow"), is literally found in the letters of "COUPS ETC." This is an example of a hidden word.

"Wax from Warsaw (6)." This is the most straightforward type of cryptic clue, since the answer is merely defined twice. The answer, POLISH, means both "wax" and "from Warsaw."

Other tricks of solving have been explained in previous issues. If you are new to cryptic crosswords, start with the Warm-Up Puzzle at right and refer to the Answer Drawer for explanations.

## Warm-Up Puzzle for New Solvers ★

With detailed  
explanations in  
Answer Drawer, page 74

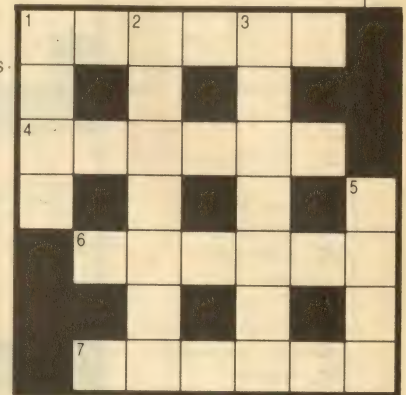
by Emily Cox and Henry Rathvon

### ACROSS

- 1 Secure place to keep horses -  
(6) *second definition*
- 4 French coins for hot  
dogs, we hear (6)  
*homophone*
- 6 Prisoner holds painting  
box (6) *container*
- 7 Sheriffs' groups have  
not finished (6) *curtailment*

### DOWN

- 1 Furniture is among  
dozens of artifacts (4)  
*hidden word*
- 2 Indian gives a punch and  
a laugh (7) *charade*
- 3 Finds a closet messed  
up (7) *anagram*
- 5 Wildebeests made some  
music up (4) *reversal*

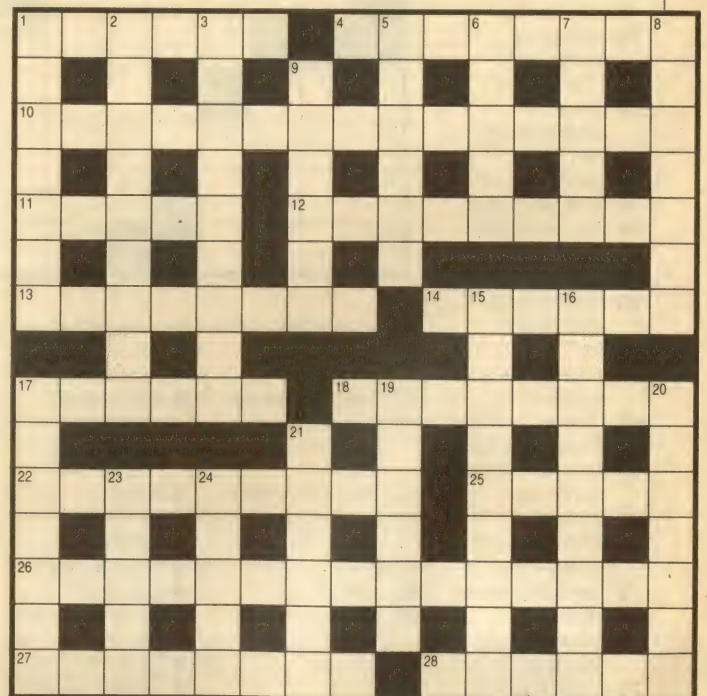


### ACROSS

- 1 Incumbent enters race in  
Wisconsin city (6)
- 4 Elect, holding battered  
pen, no member of the  
other party (8)
- 10 The cameraman or the  
campaigner is corrupt (15)
- 11 Primaries in Utah, Nevada,  
Iowa, Oklahoma,  
Nebraska, and  
states of the North (5)
- 12 A Democrat puts on  
formal attire for  
speeches (9)
- 13 Pledging to put aside a  
scam (8)
- 14 Porter smeared a D.C.  
Rep. (6)
- 17 States, by end of June,  
becoming disinclined (6)
- 18 President's first one  
amid boisterous clamor  
to make announcement (8)
- 22 Alien in election is  
carrying signs of  
protest (9)
- 25 Ran, regressing in  
nationwide poll (5)
- 26 Also-ran, cut, got in  
nasty word to the victor  
(15)
- 27 Postpones dispatches  
about U.S. party's  
leader (8)
- 28 No party backs American  
inventor (6)

### DOWN

- 1 Trounce radical,  
resulting in a check  
of balloting (7)
- 2 Republican did a  
television segment for  
political hopeful (9)
- 3 Minnesota liberal  
chooses to run (9)
- 5 Destroyed a GOP ad  
in temple (6)
- 6 Make speeches of no  
value (5)
- 7 Banquet hostess captures  
the spirit of the people (5)
- 8 Migrant runs in backward  
place and makes an  
appearance (5,2)
- 9 Overexert oneself in race (6)
- 15 Elect D.A. as rioting  
intensified (9)
- 16 Cops in shifts guarding  
show-off winners (9)
- 17 A religious group's  
accepting politician's  
foremost viewpoints (7)
- 19 Raised beer at Eisenhower's  
inaugural feast (6)
- 20 Lunatic is running for  
U.S. president (7)
- 21 Opposed Speaker  
O'Neill's turning on  
Senator Kennedy (6)
- 23 California senator  
sent back staffs (5)
- 24 Strange election's  
beginning at Great Lake (5)



Answer Drawer, page 75

Note: In honor of the November elections, every clue in this month's cryptic crossword has a theme of campaigning or politics.



# Across Anagrams ★★★

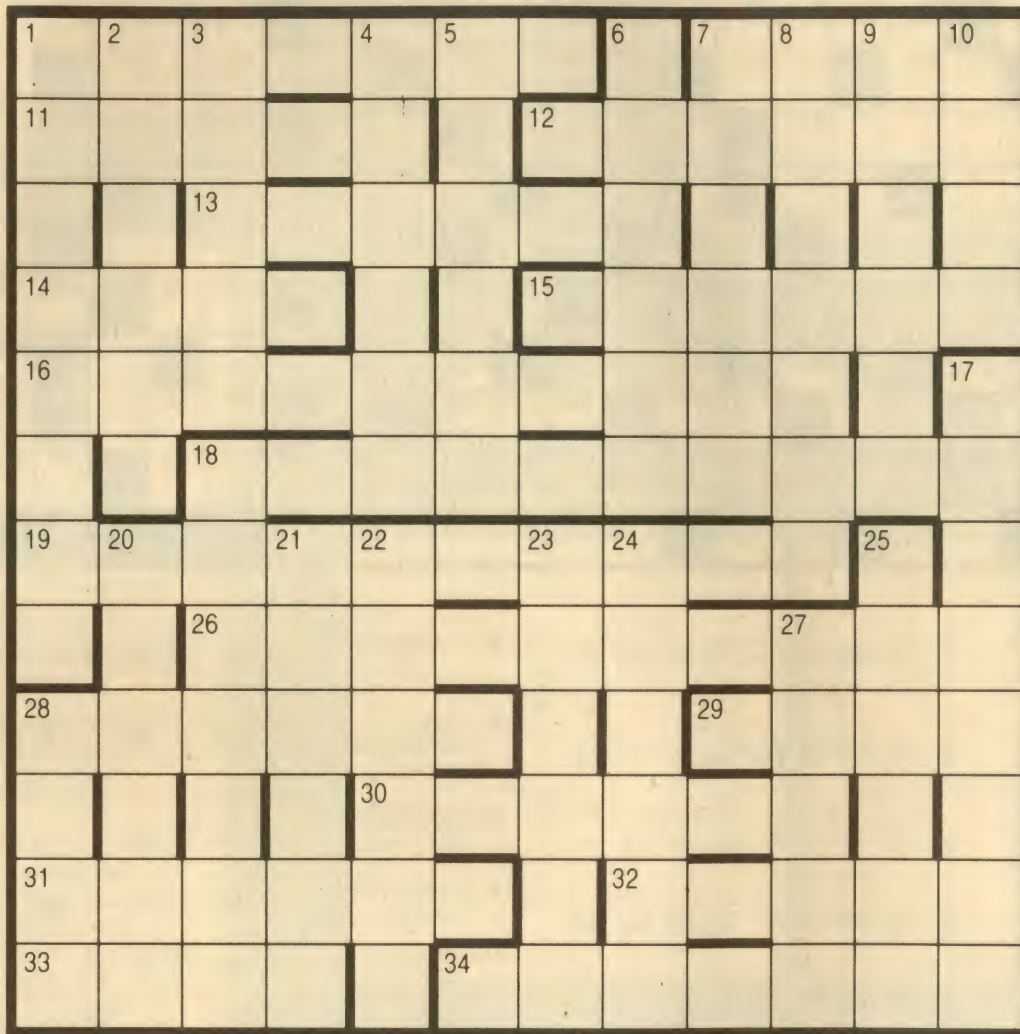
by Emily Cox and Henry Rathvon

## A Variety Cryptic Puzzle

In this puzzle, the answer to each Across clue must be anagrammed into a new word before being entered in the diagram. The Down answers are to be entered normally.

Anagrams include three proper names and a slightly unusual word at 29-Across.

Answer Drawer, page 73



### ACROSS

- 1 Mom and rough rider getting hitched (7)
- 7 Explore endlessly for fruit (4)
- 11 Model riddle (5)
- 12 Bullfighter ripped half of robe (6)
- 13 Adds up noblemen (6)
- 14 Possesses topless dresses (4)
- 15 Mr. Poitier dines out with fork (6)
- 16 Massachusetts takes peculiar interest in Sinclair Lewis novel (4,6)
- 18 Lawmaker set gorilla free (10)
- 19 Excuses to limit beers (10)
- 26 I perform L.A. rites strangely in acts of worship (10)
- 28 Only a heartless man is grave (6)
- 29 Send greeting in Spanish (4)
- 30 Performing groups' beginhings (6)
- 31 Not tough for a babysitter, e.g. (6)
- 32 Rhode Island was first stirred up (5)
- 33 Long times in opera scenes (4)
- 34 Woods for *Tess* recreated (7)

### DOWN

- 1 A Washington newspaper, say, edited renunciation of faith (8)
- 2 Doctor one's workers (6)
- 3 Drive model of Ford into English countryside (5)
- 4 Lice or flies jump back (6)
- 5 Jewish monk in delicatessen entrance (6)
- 6 Fish wriggling in boot (6)
- 7 More promiscuous love is found in person who's unsuccessful (6)
- 8 Tool that makes nuts lie cracked (7)
- 9 Distances for dealers? (6)
- 10 Hope salary is about right (4)
- 17 They conceal the woman among celebrities (8)
- 18 Flower for an M-1 (7)
- 20 Sounds like one leaving school (6)
- 21 Takes trouble with small points (6)
- 22 Decoration is lent out (6)
- 23 Ornate, fabulous bird eggs (about 100) (6)
- 24 Ran between two southern Persians (6)
- 25 City street in foreign rule (6)
- 27 Said, "I'll row" (5)
- 28 Money left to Mr. Gershwin (4)



# Double Cross ★★

by Michael Ashley

Answer the clues for words to be entered on the numbered dashes. Then transfer the letters on the dashes to the correspondingly numbered squares in the puzzle grid to spell a quotation reading from left to right. Black squares separate

words in the quotation. Work back and forth between grid and word list to complete the puzzle. When you are done, the initial letters of the words in the word list will spell the author's name and the source of the quotation. *Answer Drawer, page 76*

1R	2A	3D		4N	5L	6Q	7W	8G	9B	10P	11U	12O	13S	14A		15N	16C	17D	18M	19I	20T	
21B	22O		23U	24A		25L	26S		27V	28I	29W	30T		31B	32P	33D	34K	35N		36S	37G	
38V	39P	40R	41A	42I	43C	44E		45L	46B	47S	48F		49D	50R		51M	52A	53B	54N	55H	56Q	57U
58C	59E	60G	61S		62V	63A		64E	65K	66Q		67I	68M	69S	70T	71P	72E		73A	74H	75M	76B
77J	78G	79U	80I	81L	82O		83H	84B		85C	86P		87M	88I	89D	90R	91U	92P		93F	94J	95B
	96G	97B	98K	99I	100R	101D	102V	103H	104W		105U	106E	107C	108L		109H	110T		111N	112C		113L
114I	115M	116K	117H		118I	119A		120G	121B	122V		123N	124S	125D	126W	127T		128L		129J	130M	131P
132C	133N	134E		135G	136D		137F	138R		139K	140Q	141R		142T		143V	144A	145L		146N	147H	148K
149I	150M	151C		152I	153B	154F	155A	156T	157U	158P	159R	160N	161Q	162J	163L	164O	165H		166A	167K	168F	169W
170P	171C		172D	173K		174P	175R		176T	177S	178J	179E	180I	181L	182G							

A. Not lessened or eased

52 14 166 41 119 2 155 144 63  
24 73

B. Bushy sideburns, or a meat dish

53 97 84 21 121 9 76 46 153  
31 95

C. *Madame* \_\_\_\_\_, Puccini opera

85 43 58 151 16 132 171 107 112

D. Automobile exhausts

17 49 125 3 101 33 172 136 89

E. Lightly washing

134 179 64 44 59 106 72

F. Minnesota ball club

48 93 137 154 168

G. These are best when delivered standing

60 78 8 182 135 37 120 96

H. Unattached, as a bachelor

103 55 74 165 83 109 147 117

I. George Balanchine's specialty

152 67 149 114 19 42 180 80 118  
99 28 88

J. Kilns

77 94 129 162 178

K. D-Day landing site

34 65 98 148 139 173 116 167

L. Deprive of oxygen

25 145 113 181 108 5 163 128 45 81

M. Hodgepodge

18 115 75 130 87 68 150 51

N. Fully deserving of respect

4 15 35 54 111 146 123 160 133

O. Scandinavian god of war

22 82 12 164

P. Conspicuously colorful

92 170 10 174 39 32 86 131 71 158

Q. Basketball follow shot (hyph.)

66 161 6 56 140

R. Made to withstand great strain (hyph.)

1 90 100 40 50 141 159 138 175

S. Illinois city, home of Northwestern University

124 69 47 177 36 26 13 61

T. Stiffness

156 142 127 176 20 70 30 110

U. Cooked breakfast cereal

105 57 11 23 79 157 91

V. Southeast China seaport

102 122 62 27 38 143

W. African antelope

169 7 29 126 104



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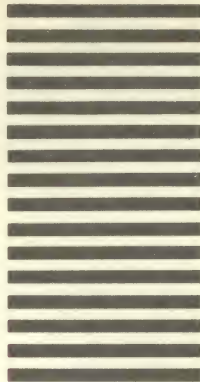
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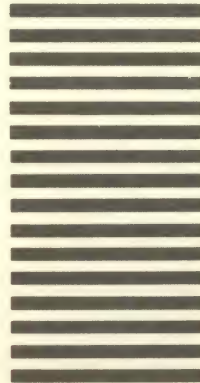
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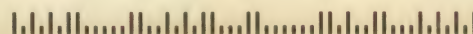
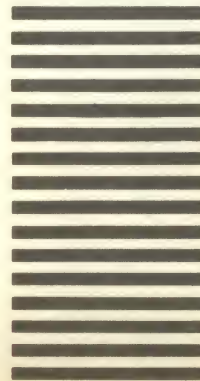
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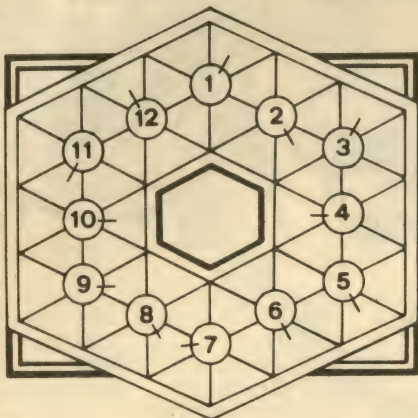
BASED ON A PUZZLE IN FACILI CRUCIVERBA MAGAZINE (FLORENCE)

## Beehive ★★

by Will Shortz

Each answer is a six-letter word to be entered around the appropriate number in the beehive, beginning at the triangle indicated by the short line and proceeding one letter per space. An answer may read clockwise or counterclockwise—the direction in each case is for you to determine. As a small solving aid, we'll tell you that all 26 letters of the alphabet are used at least once in the completed hive.

Answer Drawer, page 74



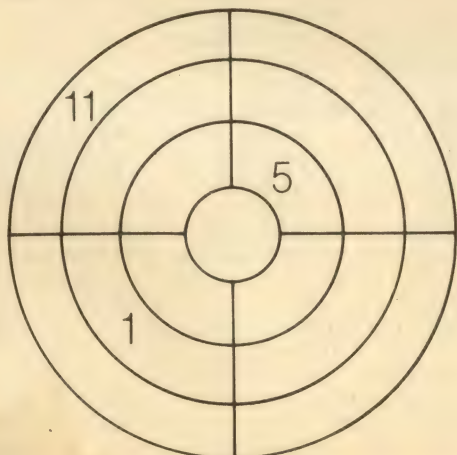
- |                          |                      |
|--------------------------|----------------------|
| 1. Kind of ring or glove | 6. Ice-cold          |
| 2. Tarzan's domain       | 7. Tire-changing aid |
| 3. Discard               | 8. Employee          |
| 4. Beginner              | 9. Legitimate        |
| 5. Great, in '60s slang  | 10. Arab temple      |
|                          | 11. Modernize        |
|                          | 12. Grid of numbers  |

## Magic Circle ★★

by Michael Roberts

Can you place the numbers 1 to 13 in the spaces of the diagram below so that the sum of each of the three concentric rings and each of the four radii (from the center circle outward) is 28? Three numbers have been placed to get you started.

Answer Drawer, page 75



## FOLD THIS PAGE

## The World's Most Ornery Crossword

by Arthur Schulman

### Puzzling Potpourri

The crossword on this and the next two pages has two independent sets of clues: "Hard" and "Easy." First, fold this page back on the dashed line so the clues below face the solving grid on page 55. If you use only the Hard Clues (appearing below and continuing under the grid), you'll find the puzzle uncommonly challenging. If you want help, or prefer a less severe challenge, open to the Easy Clues (tucked in beneath your fold on page 54).

Answer Drawer, page 73

### Hard Clues ★★★

#### ACROSS

- |   |  |                                   |
|---|--|-----------------------------------|
| 1 Whence complaints issue?              | 63 Shrink                                | 130 Garage                        |
| 10 Sound of a failed dive               | 65 One of the Canaries                   | 133 Kind of personality           |
| 15 "Semper Fidelis" composer            | 68 Salinger girl                         | 135 Had a session                 |
| 20 It should be good for laughs         | 70 Biographical bit                      | 136 Plantation pest               |
| 21 <i>Pal Joey</i> author               | 72 Anatomical network                    | 137 The Beatles won one           |
| 22 Steakhouse order                     | 74 Argued in court                       | 138 Textile fiber                 |
| 24 Labrador, e.g.                       | 76 Songdom's Sal                         | 140 Period                        |
| 25 Plot                                 | 77 Hollow                                | 142 More austere                  |
| 26 Locked wine case                     | 81 Shcharansky, e.g.                     | 146 Come in second                |
| 28 Pursuer of profit?                   | 85 Large-blossomed daisy                 | 147 "Caro nome," e.g.             |
| 29 "Il ____ tesoro," Don Ottavio's song | 87 Undershirt weave                      | 149 Unskilled, to say the least   |
| 30 Sex determinant                      | 89 Deviate                               | 151 Have a successful safari      |
| 33 Village near Florence                | 90 Stradivari's teacher                  | 153 Common campus garb            |
| 35 Frequent literary "signature"        | 91 Tree-dwelling bug                     | 155 Olympics weapon               |
| 37 Word after mother or before court    | 94 Preschooler's need                    | 156 Caribbean chowder candidates  |
| 39 Ibsen heroine                        | 96 Play the <i>auteur</i>                | 158 Position of command           |
| 40 Knight bachelor's ensign             | 98 Hindi master                          | 160 Across-the-board reduction    |
| 41 Surrealism's progenitor              | 99 <i>Ad ____ per Aspera</i>             | 162 Fit an arrow on the bowstring |
| 42 Ankles                               | 101 Thingamajig                          | 163 "____, mañana"                |
| 43 Dry, to Dom Perignon                 | 102 With holes in one's soles            | 164 Agreed                        |
| 45 String up                            | 104 Tiny person                          | 166 Material for wine casks       |
| 47 Understands                          | 107 Taking advantage of                  | 168 Bled                          |
| 48 Bit of gossip                        | 108 "Sprechen ____ Deutsch?"             | 169 Film editor's trick           |
| 50 Change                               | 109 South Seas novel of 1847             | 171 Chief's followers             |
| 52 T-bone choice                        | 111 Versailles, <i>par exemple</i>       | 172 Low-flying ocean bird         |
| 54 Wax                                  | 112 The "bend" in Big Bend National Park | 175 In doubt                      |
| 56 66, e.g.                             | 114 Farmer, at times                     | 176 Abominated                    |
| 57 Odd?                                 | 116 Attention                            | 177 Comes before                  |
| 59 Asian gazelle                        | 118 Tunisian rulers                      | 178 Belonging to <i>nous</i>      |
| 61 Fail miserably                       | 119 Cambers                              | 179 Headliners                    |
|   | 120 ____ by (value highly)               | 180 Chief's ornament              |
|   | 123 Sgt. Snorkel's dog                   |                                   |
|   | 125 Spreads thickly                      |                                   |

#### DOWN

1 Diffuse



# The World's Most Ornery Crossword (Continued)

Don't Peek Until You Read Page 53!



## Easy Clues ★

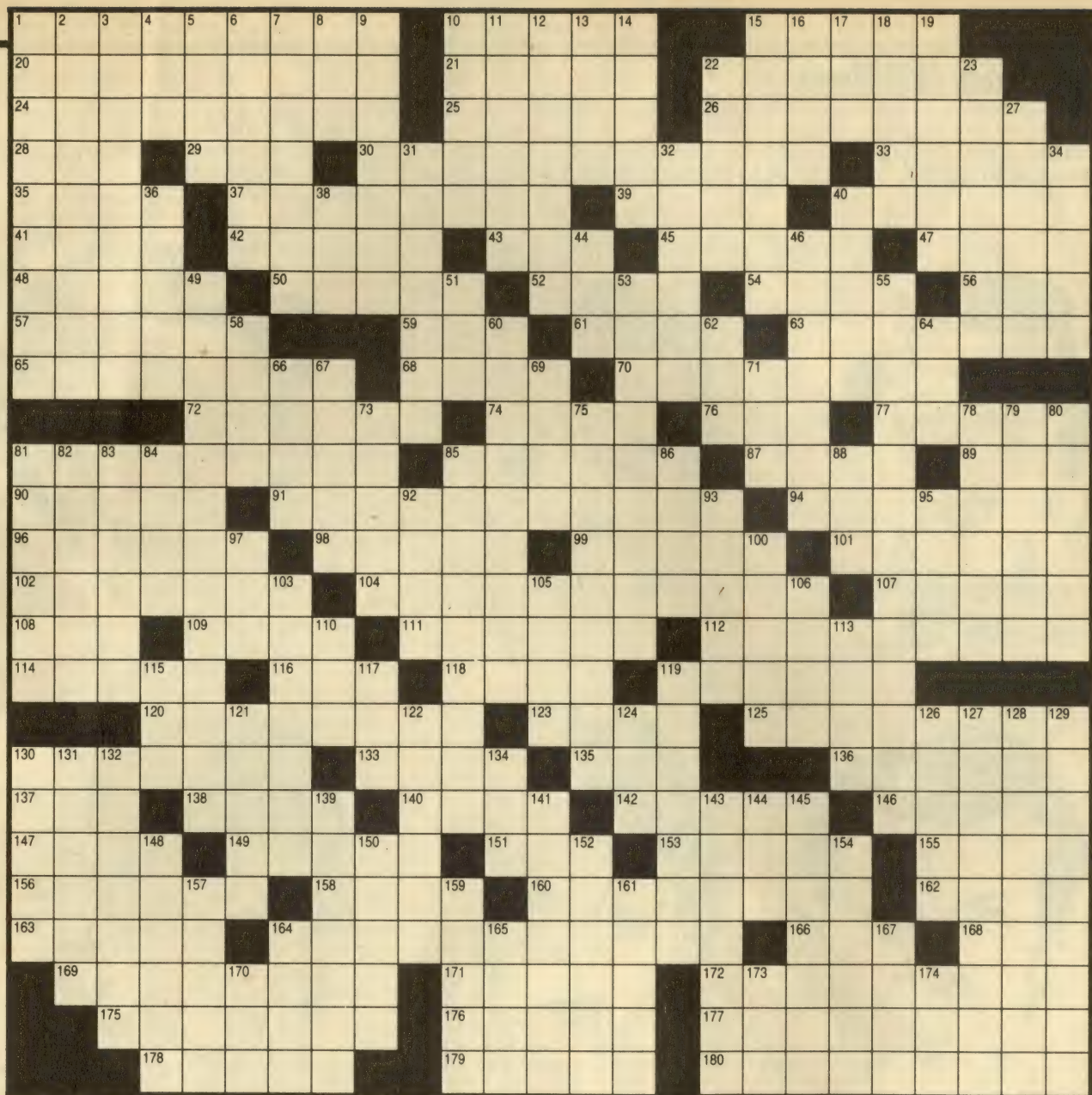
### ACROSS

- 1 Intercom speaker: 2 wds.  
10 Chair slat  
15 Composer John Philip \_\_\_\_  
20 Joke's end: 2 wds.  
21 Scarlett, of *Gone With the Wind*  
22 Steak type  
24 Bird dog  
25 Conspiracy (A.C. LAB anag.)  
26 Frustrated king of Greek mythology  
28 Poet's contraction  
29 "O Sole \_\_\_\_"  
30 Sex-determining body: 2 wds.  
33 Leonardo da \_\_\_\_  
35 Ever and \_\_\_\_  
37 Higher in rank  
39 Mrs. Nick Charles  
40 Streamer borne upon a lance  
41 Max Ernst's art movement  
42 Ankle bones (STAIR anag.)  
43 Part of a min.  
45 Merrill's business partner  
47 Obtains  
48 Rumor: Fr., 2 wds. (I DON'T anag.)  
50 Minted items  
52 Very uncommon  
54 Get bigger  
56 Highway: Abbr.  
57 Not equally spaced  
59 Former Portuguese colony (in SCAPEGOAT)  
61 Explosive device  
63 Psychiatrist, at times  
65 Largest of the Canary Islands (FINE TREE anag.)  
68 Girls' name (SEEM anag.)  
70 Humorous story  
72 Solar \_\_\_\_ (abdominal nerves)  
74 Made appeals  
76 Guy's date  
77 Removed the center of  
81 Soviet dissident (FUR IS KEEN anag.)  
85 Mount \_\_\_\_ (California volcano)  
87 Fit together, as gears  
89 Blunder  
90 Connoisseur's violin  
91 Long, thin bug: 2 wds.  
94 \_\_\_\_ center (pre-kindergarten site)  
96 Straight  
98 "Sir," in colonial India  
99 Stars: Lat. (A STAR anag.)  
101 Gadget  
102 Having inferior footgear  
104 Tiny fellow  
107 Availing oneself of  
108 You, in Berlin  
109 Melville novel  
111 Royal home: Fr.  
112 Texas/Mexico border: 2 wds.  
114 Alfalfa baler  
116 Helping of corn  
118 Ottoman rulers (BYES anag.)  
119 Tilted wheel positions  
120 \_\_\_\_ by (esteem): 2 wds.  
123 Director Preminger  
125 Spreads in a heavy layer  
130 Place to leave one's auto  
133 Twofold  
135 Used a chair  
136 Boll \_\_\_\_  
137 British honor: Abbr.  
138 Textile fiber (LION anag.)  
140 "Halt!"  
142 Less dressed  
146 Location  
147 Pavarotti solo  
149 Clumsy  
151 Sack  
153 Popular slacks  
155 Fencer's sword  
156 Some seashells  
158 Boat's tiller  
160 Reduce prices: 2 wds.  
162 Arrow notch (CONK anag.)  
163 "\_\_\_\_ la vista"  
164 Were in agreement: 4 wds.  
166 Acorn's source  
168 Sought office  
169 Melt  
171 Indian group  
172 Small gull  
175 Uncertain: 2 wds.  
176 Despised  
177 Precedes in time  
178 *The Hunchback of \_\_\_\_ Dame*  
179 Asterisks  
180 Fancy hat

### DOWN


- 1 Be expansive: 2 wds.  
2 \_\_\_\_'s lace: 2 wds.  
3 Not yet walked upon  
4 Crossword direction: Abbr.  
5 Caprice  
6 German romantic poet (IT'S ELK anag.)  
7 Temporary encampment  
8 Dollar bill  
9 Notorious Persian king: 2 wds.  
10 Black Sea resort (HIS CO. anag.)  
11 Famed ancient lighthouse (HARPO'S anag.)  
12 Manual worker  
13 Soviet composer Khachaturian  
14 Eagle's claw  
15 Gibbon of Sumatra (GAS MAIN anag.)  
16 Department of Normandy (RENO anag.)  
17 Final: Abbr.  
18 Italian white wine  
19 Not well  
22 Fictional account  
23 Convent  
27 Actors George C. and Randolph  
31 Cowers  
32 Gloomily serious  
34 Picture within a picture  
36 Unsophisticated  
38 Con's opposite  
40 Record player  
44 Taxi  
46 Held close, as a baby  
49 Dance-related  
51 Mayday call  
53 Car trials: 2 wds.  
55 "Be careful!": 3 wds.  
58 The longest river  
60 Greenish mineral (LAMB I HOPE anag.)  
62 Beseech  
64 Baseball's Durocher  
66 Boggy places  
67 Ways out  
69 Flair  
71 Off-center wheel  
73 City of northern California (HAIKU anag.)  
75 Theme writers  
78 "\_\_\_\_, writin', and 'rithmetic"  
79 Chore  
80 Harbor-deepening rig  
81 Garden vegetable  
82 Iago's wife  
83 Actor Granger  
84 Western Indians  
85 What an excited heart may do: 3 wds.  
86 Pituitary hormone (CHAT anag.)  
88 Down in the dumps  
92 Use an axe  
93 Cape Cod town  
95 \_\_\_\_ Nostra (the Mob)  
97 Male turkey  
100 French girlfriends  
103 Glove leather  
105 Famed Minnesota clinic  
106 Simmer  
110 Cereal grain  
113 Chew (on)  
115 Mindreading skill, for short  
117 Singer Stewart  
119 In entirety  
121 *Un, deux, \_\_\_\_*  
122 Move in the wind, as leaves  
124 Can opening part  
126 Actress Hayes  
127 Change to a gas  
128 Chinese snacks: 2 wds.  
129 Luster  
130 Carriage  
131 Overseas  
132 Slows a horse: 2 wds.  
134 High tennis return  
139 French port: 2 wds.  
141 Musical set (AT A TRIP anag.)  
143 Isaac's wife  
144 Actress \_\_\_\_ Marie Saint  
145 Soft Italian cheese  
148 \_\_\_\_ faith (trusts): 2 wds.  
150 Small flycatcher  
152 Peanut  
154 Glided on ice  
157 Must: 2 wds.  
159 Tales akin to legends  
161 Yorkshire city  
164 Disparaging remark  
165 Part of Q.E.D. (TEAR anag.)  
167 Captain \_\_\_\_ (famed pirate)  
170 East: Ger.  
173 Chemical suffix  
174 "\_\_\_\_ is hell"





## Hard Clues (cont'd)

Answer Drawer, page 73

- |  |                        |                              |                                 |                                   |   |
|--|------------------------|------------------------------|---------------------------------|-----------------------------------|---|
| 2 Last of the Stuarts                    | 16 Where Alençon is    | 53 Car & Driver activities   | 83 FDR's campaign manager James | 119 Valley Girl's favorite adverb | 144 Zsa Zsa's sister  |
| 3 Like <i>terra incognita</i>            | 17 Last: Abbr.         | 55 Bus boarding sign         | 84 Navajos' enemies             | 121 Ménage à ____                 | 145 Ravioli filling, perhaps  |
| 4 Not down: Abbr.                        | 18 Wine for fish       | 58 Rosetta's river           | 85 Miss, in a way               | 122 Steal from the herd           | 148 Follows, as advice  |
| 5 Passing fancy                          | 19 Under the weather   | 60 Hornblende                | 86 Corticotropin                | 124 Typewriter key                | 150 Phoebe's kin  |
| 6 Author of <i>The Prince of Hamburg</i> | 22 Floor               | 62 Panhandle                 | 88 Deplorable                   | 126 Trojan War beauty             | 152 Gomer's cousin  |
| 7 Army camp                              | 23 Sister's place      | 64 Sign of the Cat?          | 92 Karate play                  | 127 Vanish                        | 154 Emulated John Curry   |
| 8 Unified                                | 27 Dred and Winfield   | 66 The ____ (English region) | 93 Bay of Fundy port            | 128 Shanghai snacks               | 157 Must  |
| 9 Victor at Thermopylae                  | 31 Recoils             | 67 Turnoffs                  | 95 ____ Nostra                  | 129 Polish                        | 159 Tales of the gods   |
| 10 Russian spa founded in 1910           | 32 Grave               | 69 Pizzazz                   | 97 Mix, e.g.                    | 130 Tutor                         | 161 Where Kirkstall Abbey is  |
| 11 Island in the bay of Alexandria       | 34 Map feature         | 71 Turning part              | 100 Fifi's friends              | 131 On vacation, perhaps          | 164 In music,  |
| 12 Hired hand                            | 36 Foolishly trusting  | 73 City on the Russian River | 103 Flannel finish              | 132 Prevents spontaneity          | 165 Q.E.D. part   |
| 13 Saroyan's <i>My Name is ____</i>      | 38 Old hand            | 75 Lamb and others           | 105 Something held in delis     | 133 Noah's arc?                   | 167 Can-Can choreographer Michael   |
| 14 Raptor's claw                         | 40 Victrola, e.g.      | 78 See what isn't there?     | 106 Seethe                      | 139 Channel port                  | 170 East of Berlin?   |
| 15 Black gibbon                          | 44 Truck part          | 79 Gofer's job               | 110 Kind of meal or cake        | 141 Harpsichord music             | 173 Chemical suffix   |
|  | 46 Gave child support? | 80 Search the river          | 113 Emulate beavers             | 143 Jacob was her favorite son    | 174 Card game   |
|  | 49 Dancer              | 81 Salad ingredient          | 115 Telepathy                   |                                   |   |
|  | 51 Urgent message      | 82 Othello character         | 117 Staff associate?            |                                   |   |

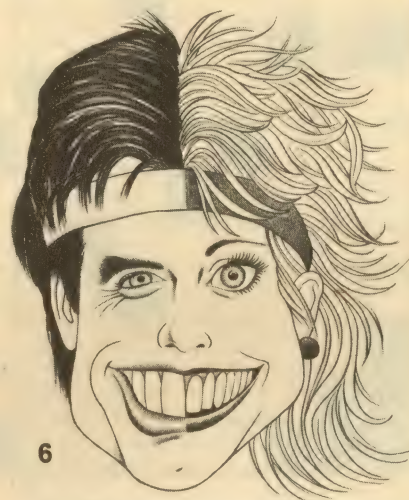


# Double Billing ★★

by Alan Robbins

Heads up. Each of the nine faces below is a composite picture of a noted celebrity couple, linked by marriage or career (or both). How many can you identify? If you get stuck, try covering the left or right side of the picture.

Answer Drawer, page 75



ILLUSTRATIONS BY RICK TULKA





Ipswich™ is a brand new crossword game that really moves. Because after every turn, you pass your board to the player on your left.

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A man in a dark jacket is shown in profile, playing a saxophone. He has a cigarette in his mouth. The scene is dimly lit, with a blue light source visible in the background.

# There's only one way to play it.

Wherever the music is hot,  
the taste is Kool. At any 'tar' level,  
there's only one sensation  
this refreshing.



Warning: The Surgeon General Has Determined  
That Cigarette Smoking Is Dangerous to Your Health.

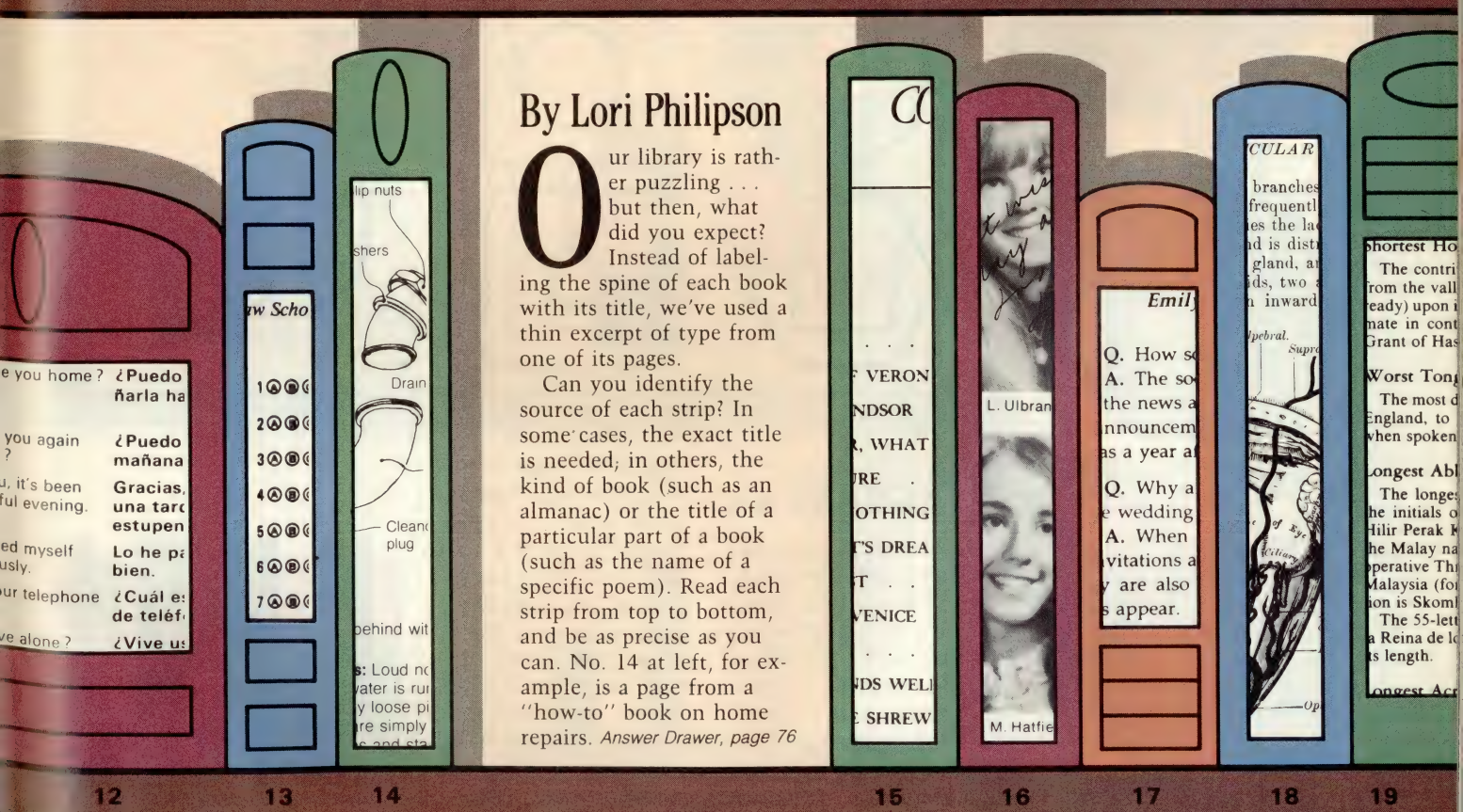
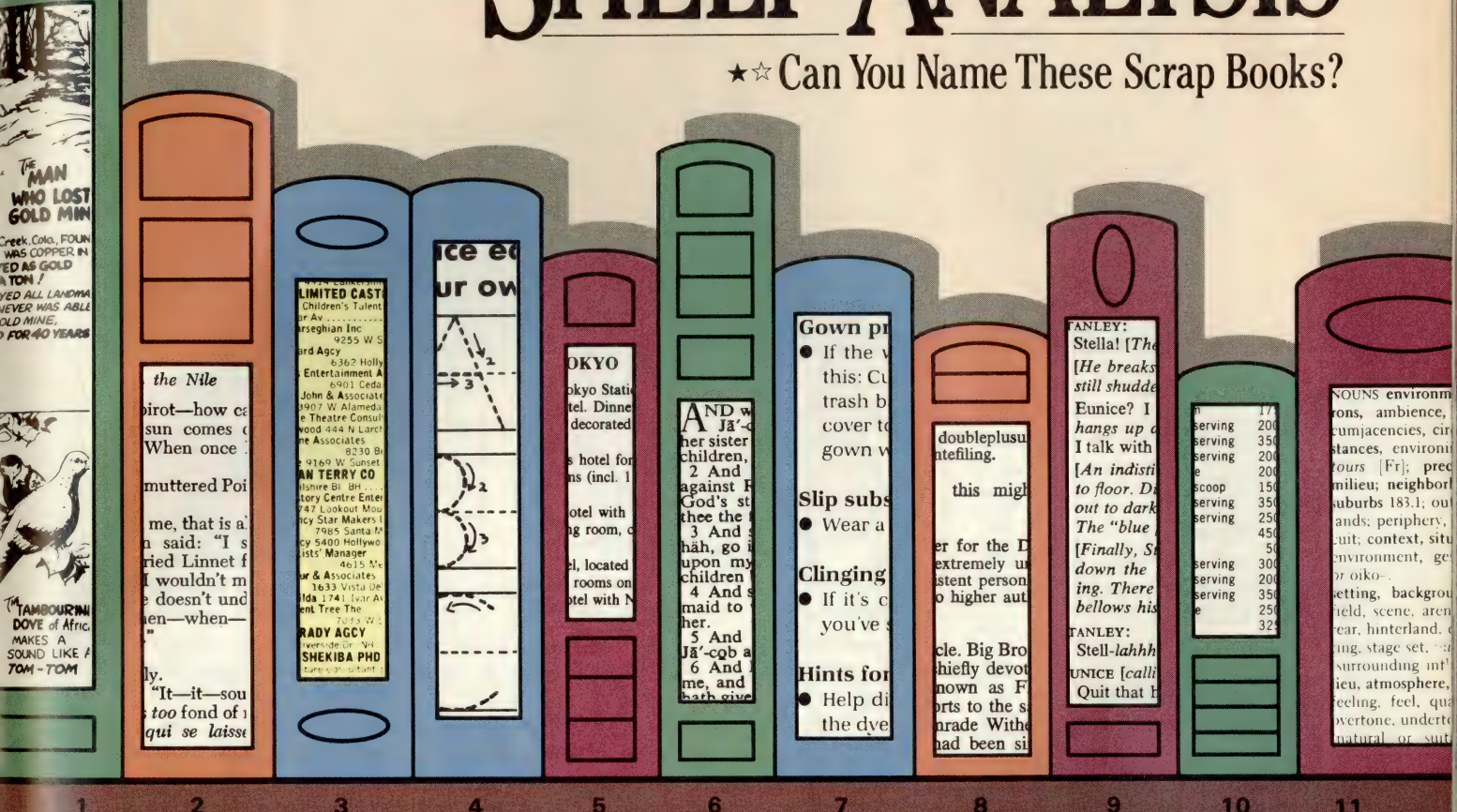
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Milds Kings, 11 mg. "tar", 0.8 mg. nicotine; Filter Kings, 17 mg. "tar",  
1.1 mg. nicotine av. per cigarette, FTC Report Mar. '84.



# SHELF ANALYSIS

☆☆ Can You Name These Scrap Books?



By Lori Philipson

Our library is rather puzzling . . . but then, what did you expect? Instead of labeling the spine of each book with its title, we've used a thin excerpt of type from one of its pages.

Can you identify the source of each strip? In some cases, the exact title is needed; in others, the kind of book (such as an almanac) or the title of a particular part of a book (such as the name of a specific poem). Read each strip from top to bottom, and be as precise as you can. No. 14 at left, for example, is a page from a "how-to" book on home repairs. Answer Drawer, page 76



# BEGUILERS

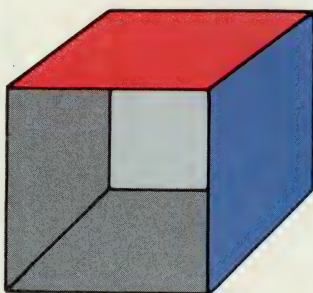
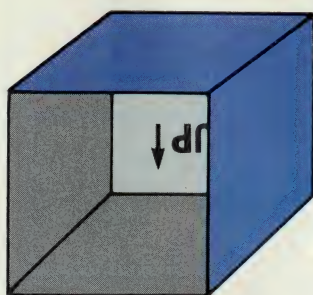
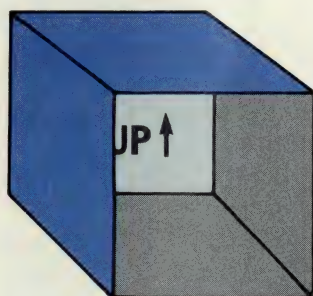
There's more to these Beguilers than meets the eye. Besides testing visual perception, they're also challenges in logic.

*Answer Drawer, page 72*

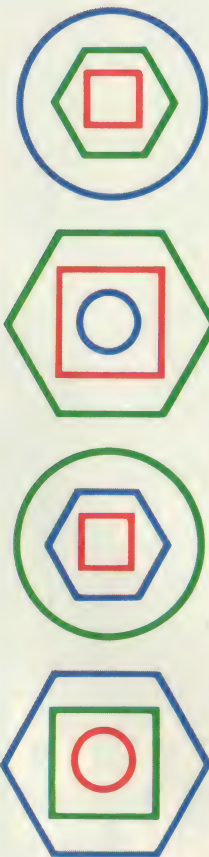
by Keith Ringkamp

## WHAT'S UP? ★

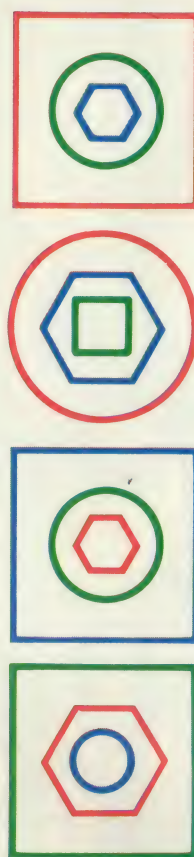
We've shown you which way is UP in two of these three views of the same box. Can you figure out which way is UP in the third?



A.

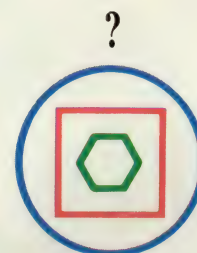


B.



## SHAPES AND SHADES ★★

The nested shapes shown here fall into two groups, depending on an unstated rule: If a certain color or shape is inside a certain other color or shape, the nested set is placed in group A. If not, the set goes in group B. Can you determine the rule and correctly place the extra nested set (shown below)?

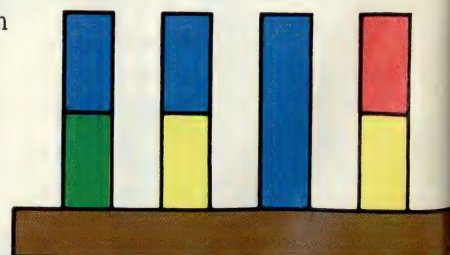


## PEGBOARD ★★

Pictured at right are three side views and an incomplete top view of a pegboard that holds 16 pegs—four each of these types: short yellow; short green; tall red; and tall blue. In the side views, short pegs

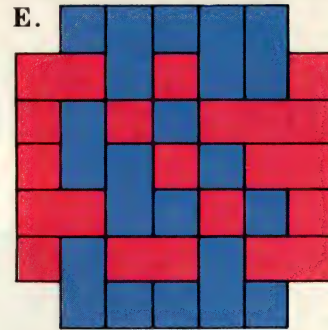
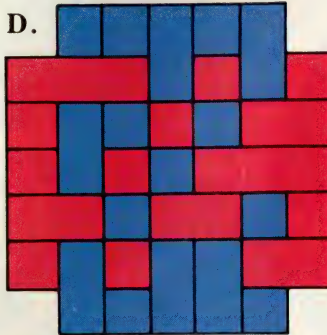
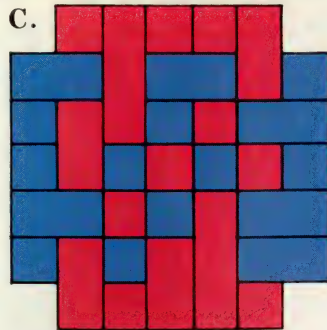
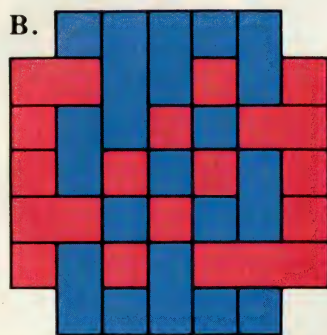
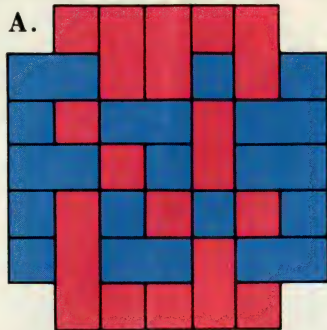
block the view of other short pegs behind them, and tall pegs block the view of both tall and short pegs.

Can you logically determine how the three side views fit into the overall view of the pegboard, and then deduce the colors of the remaining pegs?



SIDE A





## WOVEN MATS ★★★

Here are five mats that have been woven from red and blue strips of paper. One of these mats shows the flip-side of another of them. Can you spot the matching mats?

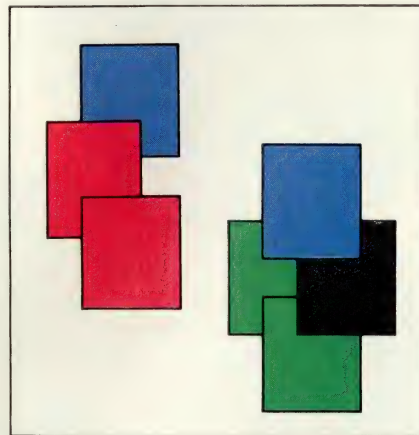
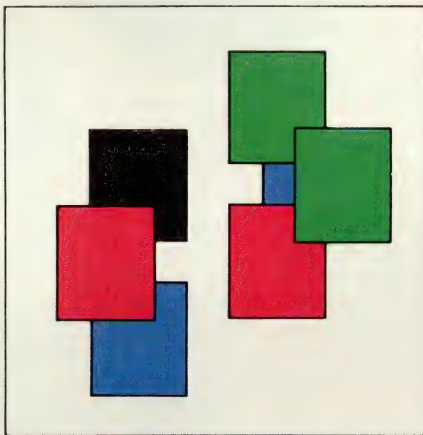
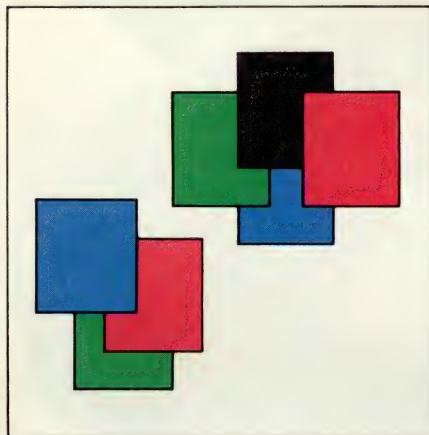
## STACKING UP ★★★

The same seven cards (two blue, two green, two red, and one black)

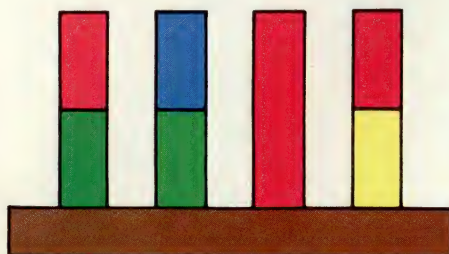
are shown in three different arrangements below. The face-down side of each card contains a number from 1 to 7, each number appearing

on exactly one card. In each arrangement, any card that's placed on top of another has a higher number than the card on which it rests. If the

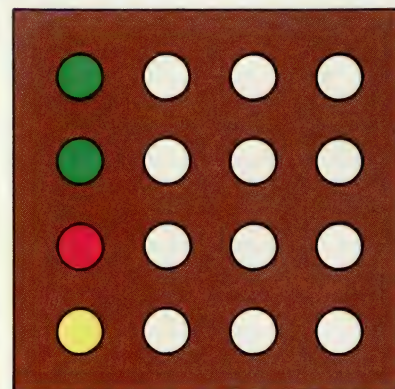
cards were placed in a single stack following that numerical system, what would be the order of colors from the bottom up?



SIDE B



SIDE C

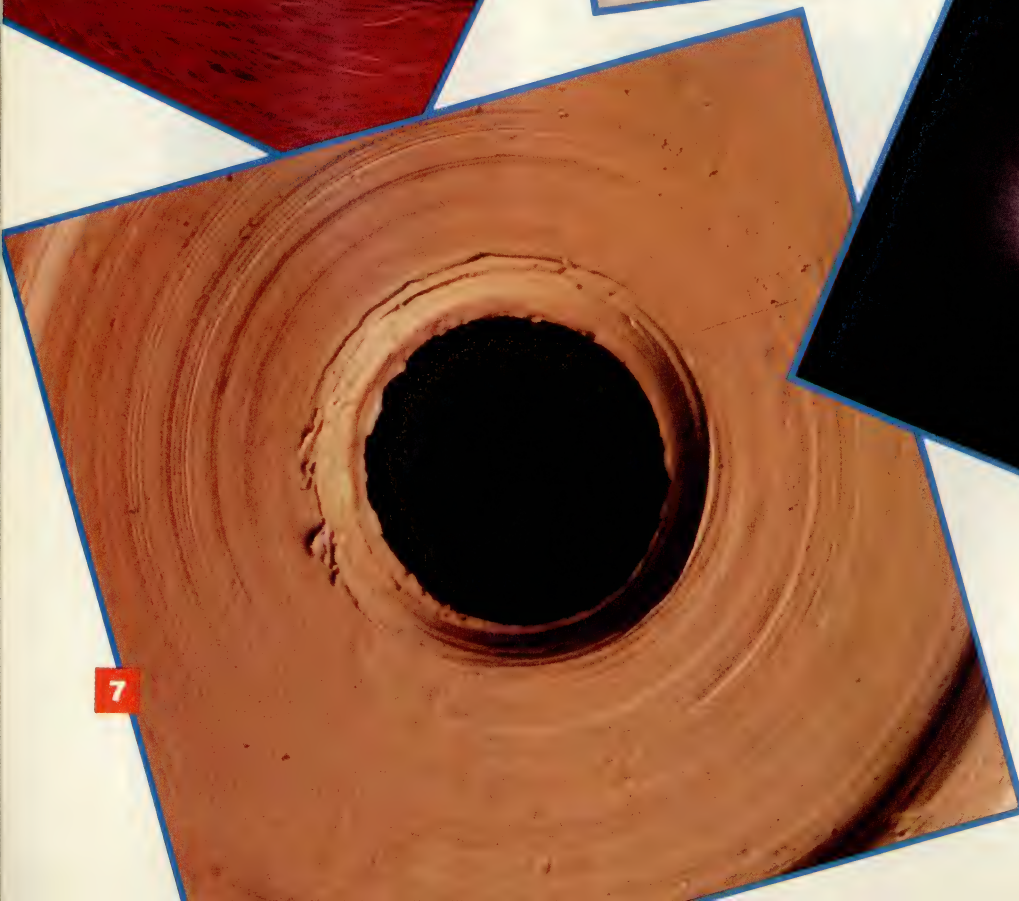




## EYEBALL BENDERS ★☆☆

# What are these objects?

Answer Drawer, page 76



## Clues

- |                  |                     |
|------------------|---------------------|
| 1. Commentators? | 5. Swinging singles |
| 2. Look out!     | 6. Feeling chipper  |
| 3. Sticks to it  | 7. Root canal       |
| 4. Church flyer? | 8. DC landmark      |



# CHANGE THE COURSE OF HISTORY IN ONE, BRIEF HOUR.

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You are captain of your ship... and master of all you survey. But then, so is your opponent. You may be commanding the Spanish galleon, the Royal Isabella, loaded to the gunwales with a priceless cargo of gold from the New World. Or you may be barking orders to the renegade crew aboard the Seahawk, the slick and speedy square-rigger flying the skull and crossbones.

Who will survive your life and death struggle? Only good strategy, cunning, guile, and a little bit of luck will determine the outcome.



To win, you must be as daring as Sir Henry Morgan, as crafty as Blackbeard, and as wily and elusive as the Spanish treasure seekers. If you're a superb navigator and a courageous captain, you'll win the game and rule the Spanish Main.

You must secretly chart the course of your ship pawn with your plotting cards. Try to steer into a "broadSides" position for greater fire power.

Your large 25" x 15½" game-board is an Old World sea map of the Caribbean. The dots represent game-board spaces. When you're within firing range, game-play moves to grids on the decks of the large ships.

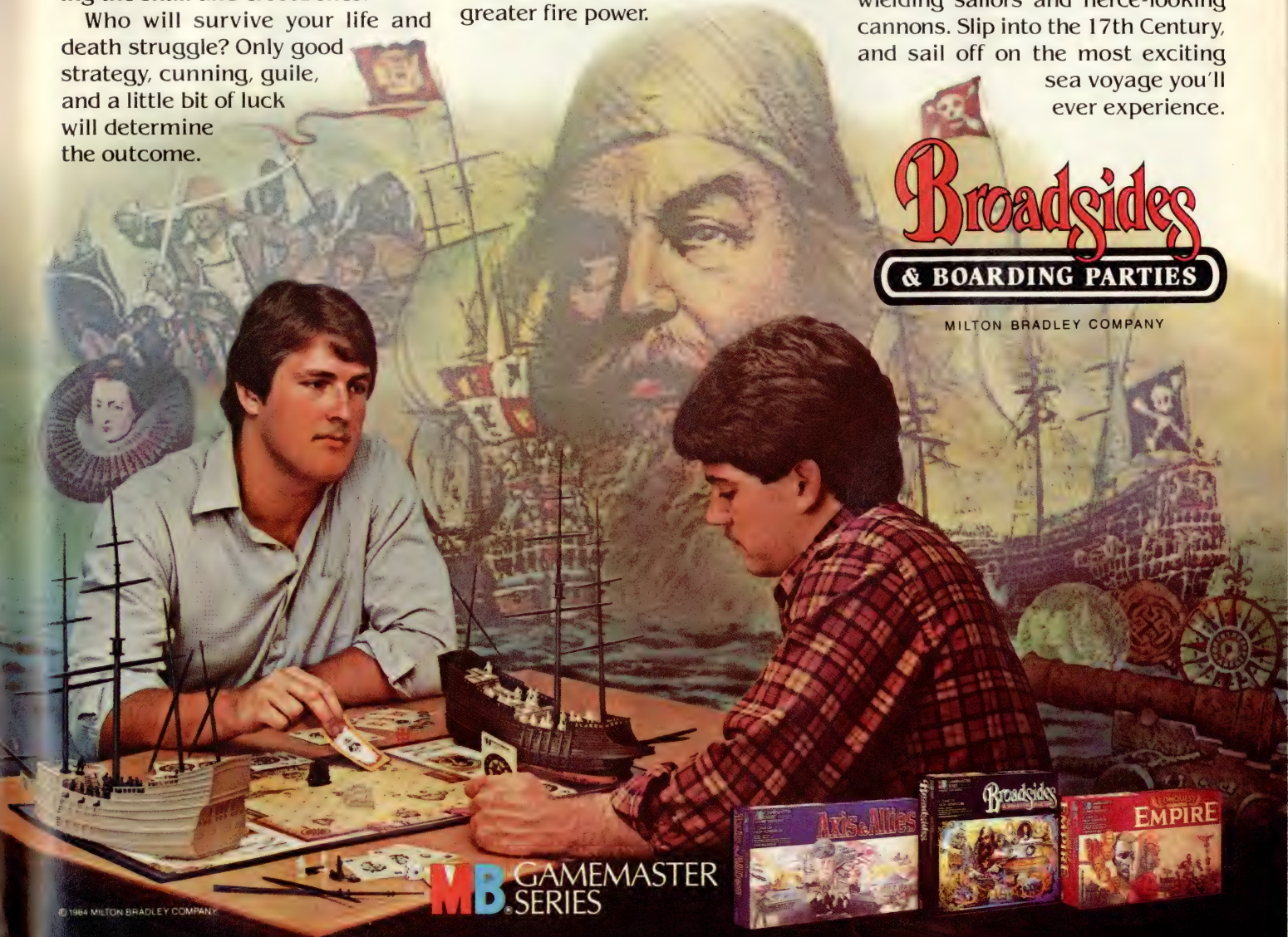
The two large ships measure 15" long and 15" high, and they are accurate replicas of sailing ships of the 17th Century, fully rigged with cannons and crew. In addition, you get two small ships, a deck of 30 cards, cardboard tokens, and 66 playing pieces, featuring sword-wielding sailors and fierce-looking cannons. Slip into the 17th Century, and sail off on the most exciting sea voyage you'll ever experience.



## BroadSides

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## CONTEST RESULTS

### OFF AND RUNNING

#### From June

With pen in hand, hat in ring, and tongue in cheek, 3,000 GAMES readers sent a total of 12,000 entries to the Off and Running political captioning contest. The challenge was to put words in the mouths of Presidential candidates Gary Hart, Ronald Reagan, Walter Mondale, and Jesse Jackson, and entrants showed a bipartisan spirit in spoofing them all, regardless of race, creed, or party affiliation. Captions ranged from Democratic whimsy to Republican irony, from barbed political comments to daffy non sequiturs.

Our GAMES straw poll clocked in Ronald Reagan as the most frequently captioned candidate (he was often portrayed as claiming that Russia looks only "this big" on a map), followed by Walter Mondale, who inspired the single most prevalent entry: "Where's the beef?" (Variants included "Where's the chief?" and "Where's the beer?") Another popular variant, for the photo of Gary Hart holding an empty looseleaf binder, was "Where's the brief?" Most of the other captions for this picture had Hart boasting of his list of campaign ideas. Jesse Jackson received the third most entries, commenting on everything from his nonexistent relationship to Michael Jackson and the color of his notebook paper to this variant, alluding to Jackson's Rainbow Coalition: "How can I draw my rainbow if you keep hiding my crayons?"

The grand prize winner is Anne Lave,



#### Grand Prize Winner

Anne Lave,  
Bridgeview, IL

And these are  
my notes on effective  
tactics from the  
McGovern campaign.

—R. J. McDonnell,  
San Diego, CA

of Bridgeview, IL, who wins a Panasonic 19-inch color TV for the Reagan caption seen above.

The runners-up will each receive a GAMES T-shirt and an inscribed copy of Gerald Gardner's *Who's In Charge Here? 1984* (Bantam Books). They are: Irma Doherty, Palo Alto, CA; Daniel W. Massie, Vicksburg, MS; Terri J. Blazell, West Covina, CA; Cindy Evans, Browns Mills, NJ; Tim Petersen, Ontario, CA; Mary Ann Cundari, Chicago, IL; Walter P. Czeropski, Jr., Saratoga, CA; Tim Carroll, Berkeley, CA; and Georgia Bendig, Wonder Lake, IL. The captions of three additional runners-up are shown.

—Jack Lechner

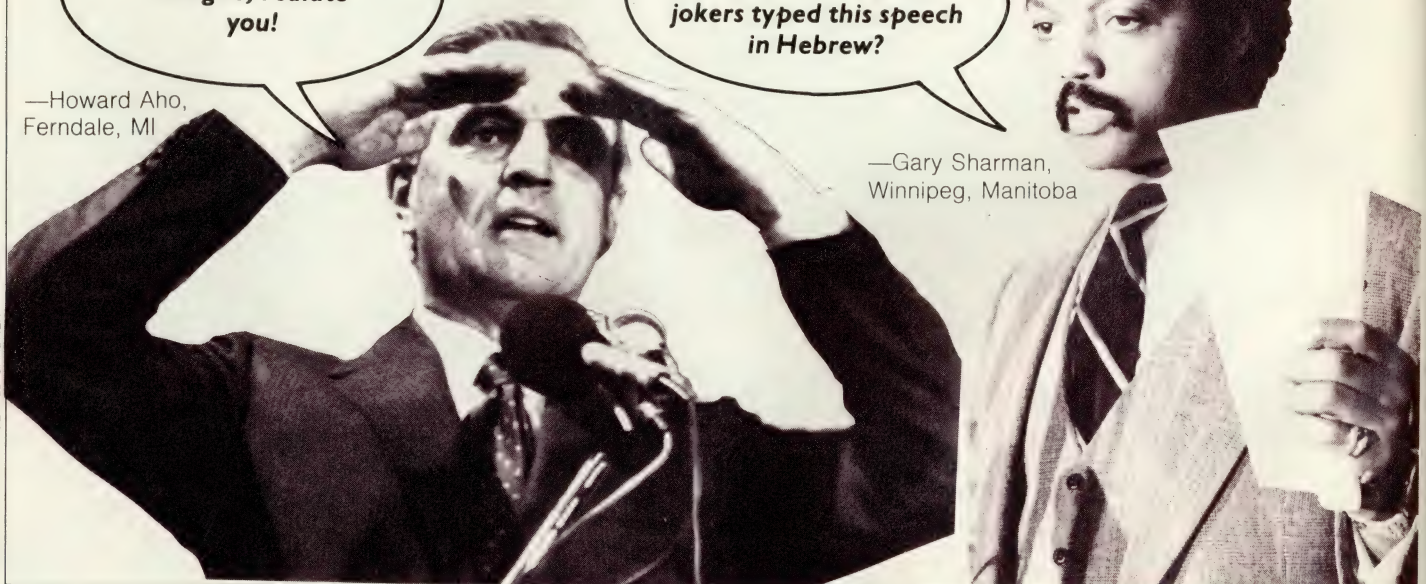


Ambidextrous  
League, I salute  
you!

—Howard Aho,  
Ferndale, MI

All right . . .  
which one of you  
jokers typed this speech  
in Hebrew?

—Gary Sharman,  
Winnipeg, Manitoba





## TALLYHO!

### From May

Tallyho! challenged readers to get the highest score they could by placing numbers into a grid otherwise filled with mathematical signs (+, -, ×, ÷), evaluating each row and column, and adding all these results to get one final total.

The key to maximizing scores lay not only in arranging the numbers in the grid but also performing the operations in each row in the best order: Often there were several ways to evaluate a row or a column, resulting in vastly different totals.

A few entries found novel but invalid ways to get high scores. Some tried writing the second column as  $21(-22 \times 23) (-24)$ , using parentheses to indicate multiplication, and minus signs to indicate negative numbers, resulting in astronomical (but illegal) scores. And one entrant simply turned the grid upside-down to get a more cooperative arrangement of the signs.

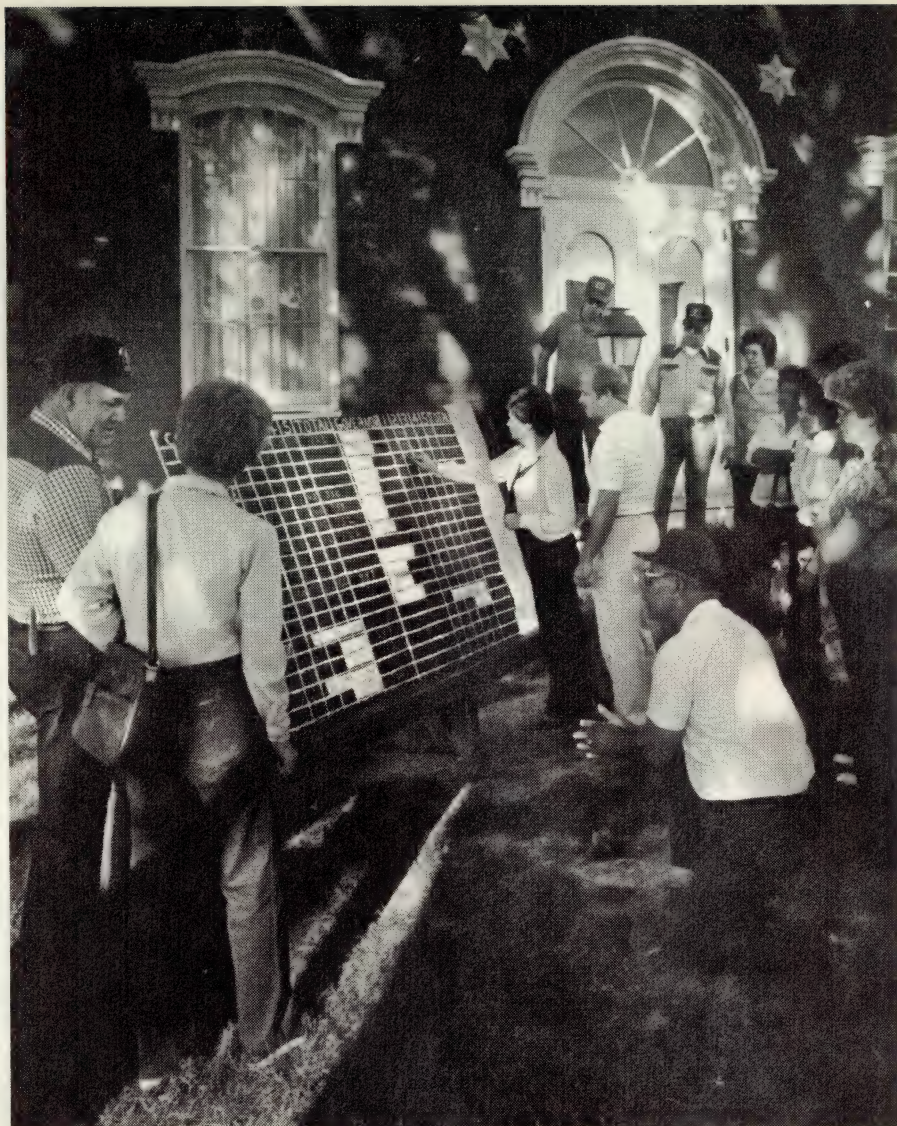
Out of more than 2,900 entries received, 566 tied for first with a score of 2112 2605/4004. All of these used the arrangement shown below or a variation on it. Interestingly, a few entrants had this basic arrangement with the 4 (column 2) and the 5 (row 5) switched, resulting in a score only 17/84 less than the winning total.

The winner, chosen by random draw from among the high scorers, is Robert Q. Felix, of Dillsburg, PA, who will receive the grand prize of a T.I.E. Executive with built-in calculator. Runner-up prizes of GAMES T-shirts go to 10 entrants drawn at random. They are Owen A. Curtis, Brentwood, MO; Wendy Faulkner, Moseley, VA; Joseph Giovacchini and Joseph Parish, Stanford, CA; Dan Lathrop, Canoga Park, CA; Clifford Lopate, Chicago, IL; Anita Marchioni, Willowdale, Ontario; Mark A. McDaniel, Madison Heights, MI; Jim Melsom, Kemloops, British Columbia; Thomas A. Stobie, Shawnee Mission, KS; and David Tornheim, Terrace Park, OH.

—M.S.

The winning grid

		6		12		
	18	—	2	×	20	320
7	+	9	÷	11	+	8
	14	×	13	—	17	165
16	÷	1	+	15	×	19
	3	—	5	÷	21	2 1/2
		10		4		
22 1/2	87	5 1/2	128 1/2	777	2112 2605	



ON ELECTION DAY in Jack Daniel's Country it doesn't take long to find out who won.

There are only five precincts to be heard from. So the results get tallied pretty quick. And our County Judge has them posted right on the courthouse square. This November, there's no predicting how our citizens will be voting. But, no matter where in America you live, we hope you'll be joining us at the polls.



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# ★☆☆ WILD CARDS ★☆☆

Edited by Stephanie Spadaccini

## WORDPLAY

### *Dancin' Feat*

All the questions below refer to dances and dancing, so put on your thinking caps and your dancing shoes, and let's boogie.

1. Which U.S. President's last name becomes a dance when an A is added to the end of it?
2. What well-known dance is also a U.S. state capital?
3. Riddle: What was the Richmond projectionist's favorite dance?
4. If you spoonerize (swap the first sounds of) BALLET SHOES, you get CHALET BOOZE, which might be defined as "wine of the Swiss Alps." Name a dance which, when spoonerized, sounds like "a sour-tasting whiskey bottle."
5. A common measure of time becomes a dance when its last two letters switch places. What's the dance?
6. The same seven letters are rearranged to form common words and are then inserted in each set of blanks below.

"Phooey! We can't dance the \_\_\_\_\_ until the busboy who dropped the \_\_\_\_\_ cleans up the \_\_\_\_\_!"

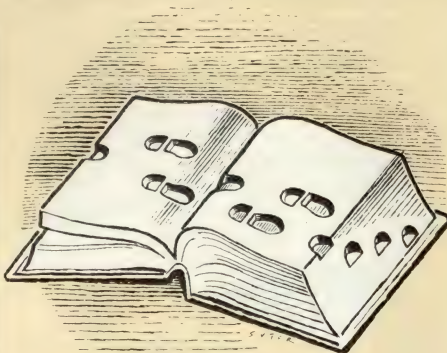
Can you "fill us in" on what happened?

7. GIVE A TOSS . . . WAY UP IN THE AIR . . . COME BACK DOWN

No, these aren't dance instructions for Baryshnikov and his partner. Each of the three phrases defines a common word. When the three words are rearranged correctly (no mixing of letters is involved), they spell out a lively two-word dance. What is it?

8. When you remove the first and last letters from the name of a famous dancer, you're left with a common word that means, appropriately enough, "step." Who's the dancer? —M. R.

Answer Drawer, page 74



## TEASERS

### *Peanuts!*

What do these five foods have in common?

Beans  
Bread  
Cabbage  
Dough  
Lettuce

—L. P.

Answer Drawer, page 74

## HALL OF FAME

### *Hail to the Prez*

Washington wags nicknamed Andrew Johnson "His Accidency" when he gained the Presidency after Lincoln's assassination. Can you match these other Presidents (1-8) with their nicknames (a-h)?

1. Abraham Lincoln
2. Franklin Roosevelt
3. Harry Truman
4. Theodore Roosevelt
5. Andrew Jackson
6. Zachary Taylor
7. John Adams
8. Martin Van Buren
- a. His Rotundity
- b. Little Magician
- c. That Man in the White House
- d. Rough Rider
- e. Illinois Baboon
- f. Old Rough and Ready
- g. Old Hickory
- h. Man of Independence

—Jonathan M. Ray

Answer Drawer, page 74

## LOOK

### *Missing*

To whom it may import:

I am writing from jail to acquaint you with important facts in this missing part crisis. I ask your pardon for my awkward phrasing; writing is difficult in such conditions.

Until last Thursday I was happily unconscious of anything wrong. But, trying to fathom an unusual difficulty in conducting my daily affairs, I saw ominous signs of a thing not in its normal spot. Only gradually did I grasp its implications, as shown in writings from my diary:

*Thursday:* An important part is missing. I cannot carry on my work, and I don't know how anybody can.

*Friday:* Looking back, I think it was gradually withdrawn from circulation. It is surprising that I, a journalist, did not know right away.

*Saturday:* All day I sought that missing part, looking for a pin in a haystack. To think that a fortnight ago it was all around.

*Sunday:* Working on a holiday! But our situation commands it. Though nobody talks about it, all know by intuition that things do not flow smoothly.

*Monday:* I am drafting a manuscript, but with difficulty, for now that it is missing, how will I talk about it? Words will not go as I want: "This is a day for all good folks to go to aid . . ."

My diary stops at that point. On publication of my story, I was brought to prison, and for many days had no writing things. It was always thus—punish a man who brings bad tidings.

I had nothing to do with that part vanishing. But it is important to find out who did.

For I worry. I am afraid that additional loss awaits us.

—from "Asimov's Space of Her Own," by P.A. Kagan © 1982, Davis Publishing, Inc.  
Answer Drawer, page 74



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Canton, CT 06019



### TEASERS

#### Time Out

If the Baltimore Colts spend the off-season in a STABLE, name the NFL teams that might be found . . .

1. in an AQUARIUM
2. in a GOLDMINE
3. in a FOUNDRY
4. on a PIRATE SHIP
5. in a BUNKHOUSE

6. at a POWER STATION
7. in a BANK
8. at a FOURTH OF JULY PARADE
9. in a HANGAR
10. on a LONGSHIP
11. on an OFF-SHORE RIG
12. near a REFRIGERATOR

—Don Degnan

Answer Drawer, page 74

### TOUGH NUTS

#### Double Feature

Take the two-word title of a classic Western. Switch the two words around, then replace one with its two-word synonym. You'll have the three-word title of a World War II film. What are the two movies?

—H. H.

Answer Drawer, page 74

### NUMBER PLAY

#### Boss Frog

Boss Frog awoke one bright morning, and his customary head count revealed that one half of his frog tribe was missing from the lily pond. He hopped away, expecting to find them at a nearby wart clinic, but he had no sooner left when one-half the missing group returned to the pond. They soon became uneasy without Boss Frog around, and one-half of the frogs on hand bounded off in search of their chief croaker.

Of those who remained at the pond, one-third went swimming, one-half played leap-frog, and the remainder played cards.

If the tribe owned only one deck of cards, and the only game any of the frogs knew was solitaire, how many frogs lived at the pond?

—Mike Shay

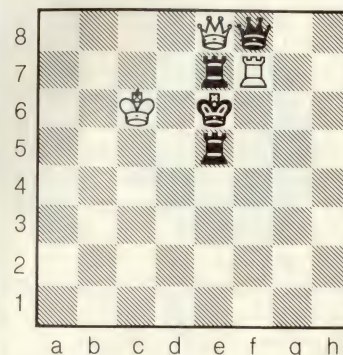
Answer Drawer, page 74

### CHESS, MORE OR LESS

#### Try Again

In a "retractor" chess problem, White must take back (retract) his last move and then checkmate Black in a stated number of moves. In the position below, composed especially for GAMES by Pal Benko, an American grandmaster and this country's leading problem composer, White must retract and mate Black in one move. What was white's last move? And what should it have been?

Black



White

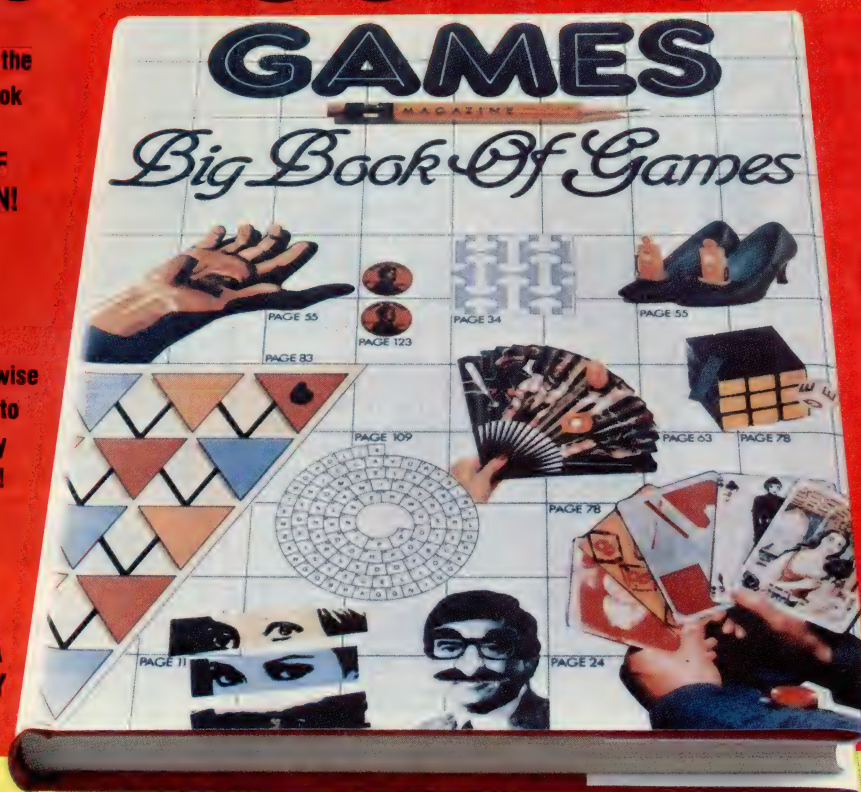
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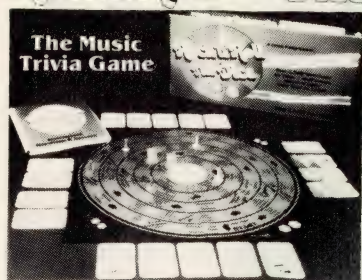
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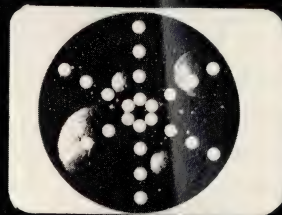
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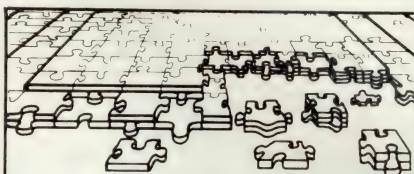
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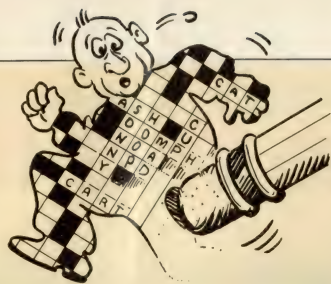
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#### TEASERS

##### *Wait Till Next Time!*

The last upside-down year was 1961—that is, you can turn 1961 upside down without changing its value.

Quick—when will the next upside-down year occur?

—Louis Phillips

Answer Drawer, page 74

#### LOGIC

##### *We All Scream for Ice Cream*

Thank goodness the Glorious Ice Cream Parlor serves its sundae sauce and ice cream in two separate dishes! The new waitress put every item ordered by a party of four in front of the wrong person.

She served Jenny chocolate ice cream and fudge sauce; Ruth got mint ice cream and marshmallow sauce; Dave was served coffee ice cream and butterscotch sauce; and Martin got vanilla ice cream and chocolate sauce.

Although nobody got either item he or she had ordered, nobody got both the items ordered by anyone else.

After a brisk shuffle, when everything was where it belonged, the person sitting opposite Martin had the fudge sauce, the one on Dave's left had the chocolate ice cream, Ruth's right-hand neighbor had the coffee ice cream, and Jenny was sitting between the person who ordered butterscotch sauce, on her right, and the one who ordered vanilla ice cream, on her left.

What had each person originally ordered?

—Nancy R. Patterson

Answer Drawer, page 74

#### WORDPLAY

##### *An Axiom To Grind*

Can you sift through the fancy verbiage below, and discover the old sayings being expressed?

##### **An Emulsion Emission**

The gentlefolk of old decry  
The doleful, lachrymosal sigh.  
And also do the hoi polloi  
Restrain the squalling girl or boy  
Who, in the midst of light  
collation,  
Create lacteal inundation.

##### **And Everything Gneiss**

From cinnabar or malachite,  
Chalcedony or steatite  
Can lithoid artificers make  
An encompassment that will not  
break.

But such a keep may not restrain  
The felon, or his heart contain.

—Jan Johnson

Answer Drawer, page 74

#### KIBITZERS

##### *Excuses, Excuses*

We decided to throw a party, but, alas, some of those invited have sent their regrets:

The Creature from the Black Lagoon couldn't come because he was swamped with work.

Ron Guidry was too wound up.

Eugene O'Neill couldn't get his act together.

Liz Taylor had another engagement.

Rodney Dangerfield sent his respects.

Readers are invited to send their "regrets" to "Excuses, Excuses," c/o GAMES. Our favorites will be printed here and will earn each winning entrant a GAMES T-shirt.

—Louis Phillips

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# ANSWER DRAWER

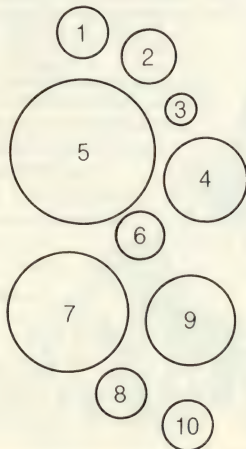
## 7 Gamebits

### Right on the Button

The buttons, keyed to the diagram below, belong to the following:

1. Franklin Delano Roosevelt (D) 1932, winner.  
In the depths of the Great Depression, this upbeat tune went on to become F.D.R.'s theme song and subsequently the anthem for the Democratic party.
2. William McGovern (D) 1972, loser.  
The peace symbol represents McGovern's dovish stand on Vietnam.
3. William Howard Taft (R) 1908, winner.  
Taft's Presidency was unremarkable, but his weight was extraordinary—well over 300 pounds. Extraordinary as well is this modern-looking button combining the letters TAFT into one chic graphic symbol.
4. Harry S. Truman (D) 1948, winner.  
In his race against Thomas Dewey, Truman aroused so little enthusiasm that some buttons read "I'm just *mild* about Harry." This example is not a campaign button, but an inauguration souvenir.
5. Adlai Stevenson (D) 1956, loser.  
Stevenson's "egghead" battled the down-home Eisenhower. At one point in Stevenson's second campaign against Ike, a photograph revealed him with a hole in the sole of his shoe. His campaign flacks used the battered footwear to show he was "jest plain folks."
6. Barry Goldwater (R) 1964, loser.  
The chemical symbols for gold (Au) and water (H<sub>2</sub>O) must have mystified as many people as they amused.
7. Gerald Ford (R) 1972, loser.  
Despite the use of the Model T, America did not put a Ford in its future.
8. Alfred Landon (R) 1936, loser.  
As bad as the pun is, flying was still considered glamorous in the 1930s, and the prosaic Landon needed all the glamour he could muster against the charismatic F.D.R.
9. Jimmy Carter (D) 1976, winner.  
The peanut farmer with the toothy smile was a natural for button-makers.
10. Wendell Willkie (R) 1940, loser.  
There was an unwritten law (since written), dating back to George Washington's refusal to accept a third term, that "Eight [years] is Enough." Franklin D. Roosevelt's flouting of the shibboleth in running for a third (and then a fourth) term gave button-makers plenty of ammunition.

The buttons shown in the photo are from the collection of Stanley King.



## 28 Categories

Among the correct answers possible (you may have found others):

BRANDS OF GASOLINE: Gulf, Getty; Amoco, Arco; Marathon, Mobil; Exxon; Shell, Sunoco, Sohio.

COMIC STRIPS: *Garfield*, *Gasoline Alley*; *Archie*, *Alley Oop*, *Apartment 3G*, *Andy Capp*; *Mandrake the Magician*, *Mary Worth*, *Mark Trail*, *Moon Mullins*, *Mutt and Jeff*, *Miss Peach*, *Momma*; *Eek and Meek*, *Elmer*, *Etta Kett*, *Steve Canyon*, *Steve Roper*, *Smitty*, *Smokey Stover*, *Superman*.

ISLANDS OF THE WORLD: Greenland, Guam, Grenada, Guadalcanal; Antigua, Aruba; Madagascar, Maui, Malta, Midway, Martinique; Easter, Elba; Sicily, Sardinia, Samoa, Sumatra, Singapore.

TENNIS STARS: Evonne Goolagong, Pancho Gonzales, Vitas Gerulaitis; Arthur Ashe, Tracy Austin; John McEnroe; Chris Evert; Margaret or Stan Smith, Pam Shriver, Betty Stove.

POPULAR MAGAZINES: *Glamour*, *GQ*, *Golf Digest*, *Gourmet*, *GAMES*; *Atlantic*, *Argosy*, *Americana*, *Architectural Digest*; *Mad*, *Mademoiselle*, *McCall's*, *Mechanix Illustrated*, *Money*, *Ms.*; *Esquire*, *Ebony*, *Essence*; *Sports Illustrated*, *Smithsonian*, *Seventeen*, *Self*, *Saturday Evening Post*, *Science Digest*, *Science* 84.

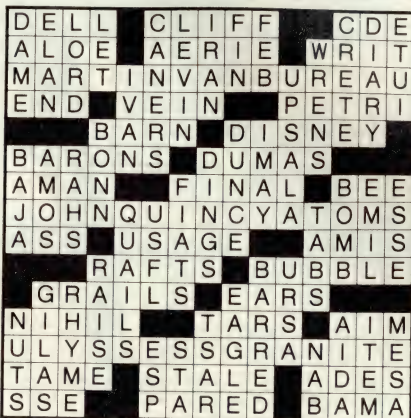
## 28 Letter Banks

- |               |                   |
|---------------|-------------------|
| 1. Bubble     | 11. Forefinger    |
| 2. Nitwit     | 12. Repetition    |
| 3. Lasagna    | 13. Restaurant    |
| 4. Dismiss    | 14. Grammarian    |
| 5. Sentinel   | 15. Concoction    |
| 6. Reveille   | 16. Postponement  |
| 7. Revolver   | 17. Intermittent  |
| 8. Antennae   | 18. Entrepreneur  |
| 9. Stalemate  | 19. Inconvenience |
| 10. Clearance | 20. Senselessness |

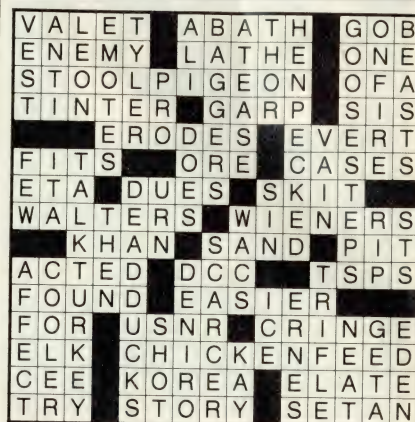
## 23 Twin Words

- |                  |                    |
|------------------|--------------------|
| 1. Roly-poly     | 10. Willy-nilly    |
| 2. Hanky-panky   | 11. Wheeler-dealer |
| 3. Fuddy-duddy   | 12. Helter-skelter |
| 4. Boob tube     | or harum-scarum    |
| 5. Namby-pamby   | 13. Boogie-woogie  |
| 6. Tutti-frutti  | 14. Razzle-dazzle  |
| 7. Nitty-gritty  | 15. Mumbo jumbo    |
| 8. Hurdy-gurdy   | 16. Walkie-talkie  |
| 9. Humpty Dumpty |                    |

## 25 White House Party



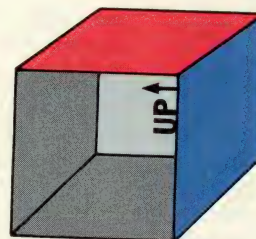
## 23 Fowl Play



## 60 Beguilers

### What's Up?

UP is shown below:

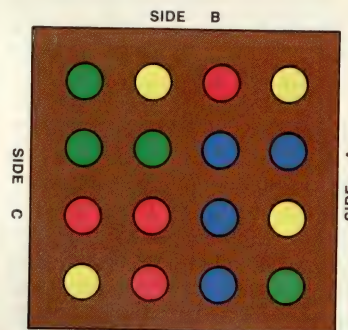


### Shapes and Shades

If a red shape falls inside a hexagon, the set belongs in group A; otherwise, the set belongs to group B. So the extra set of shapes in question belongs to group B.

### Pegboard

The top view of the completed pegboard is shown below.



### Woven Mats

Mats D and E are identical once mat D is flipped over.

### Stacking Up

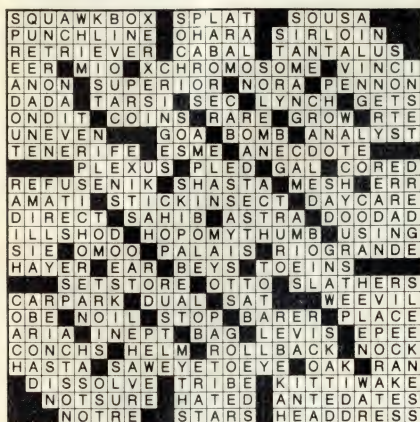
From bottom to top, the cards (with corresponding numbers) will be: 1 = blue; 2 = green; 3 = red; 4 = green, 5 = black; 6 = blue; 7 = red.



## 21 Cross-O

- CHEESE: Muenster, Cheddar, Swiss, Ricotta
- CANDY: Gumdrop, Caramel, Bonbon, Jujube
- MOUNT: Rushmore, Vesuvius, Everest, Sinai
- RELATIVE: Mother, Nephew, Uncle, Cousin
- ALLOY: Brass, Bronze, Pewter, Steel
- SHAPE: Rhombus, Oblong, Circle, Decagon

## 55 Puzzling Potpourri



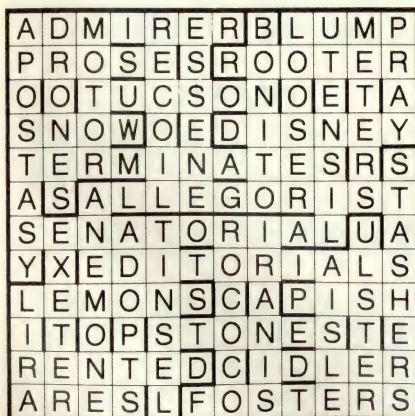
## 51 Across Anagrams

### ACROSS

- MA-RRIED (*riders* anag.)
- PLUM(b)
- POSER (two meanings)
- TOR-RO
- COUNTS (two mngs.)
- (g)OWNS
- SIDNE-Y (*dines* anag.)
- MA-IN STREET (*interest* anag.)
- LEGISLATOR (anag.)
- RATION-ALES
- I-DO-LA-TRIES (*rites* anag.)
- SOLE-M(a)N
- S(H)IP
- ON-SETS
- TENDER (two mngs.)
- RI-LED
- ERAS (hidden)
- FORESTS (anag.)

### DOWN

- A-POST-ASY (*say* anag.)
- DR-ONE'S
- MO(T)OR
- RECOIL (anag.)
- ESSENE (hidden)
- BONITO (anag.)
- LO(O)SER
- UTENSIL
- METERS (pun)
- P(R)AY
- STA(SHE)RS
- AN-EM-ONE
- EXETER (homophone of "exiter")
- ADO-PTS
- TINSEL (anag.)
- ROC-O(C)-O
- I(RAN)-I-S
- UL(ST)ER (*rule* anag.)
- AISLE (homophone)
- L-IRA



## 25 To the Nines

- Necessity
- Halfpenny
- Patchwork
- Identical
- Hurricane
- Limousine
- Artichoke
- Detective
- Headstand

Quote: "You cannot shake hands with a clenched fist."—Indira Gandhi

# Break tradition.

## Drink a Ronrico Rumkin instead.

Look, Halloween is as good a time as any to try something just a little bit different; something like a lively, luscious Ronrico Rumkin.

### RONRICO RUMKIN™



1 oz. of Ronrico Rum  
Orange juice  
Dash of grenadine  
Pour Ronrico Rum into a highball glass with ice cubes. Fill glass with orange juice. Add a splash of grenadine. Stir lightly.

After all, Ronrico is the spirit of Halloween. It's light and smooth, with a distinctive flavor that more than holds its own.

Just stir it up with orange juice and a splash of grenadine.

You'll find your only regret will be that Halloween comes but once a year.

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# RONRICO RUM





# WILD CARD ANSWERS

## Dancin' Feat

1. Polk (polka)
2. Charleston
3. The Virginia Reel
4. Jitterbug (bitter jug)
5. Minuet (minute)
6. Two-step, stewpot, wet spot
7. Highland fling
8. Astaire

## Peanuts!

They are all slang words for money.

## Hail to the Prez

1. (e) Abraham Lincoln, Illinois Baboon (he was named thus by Edwin Stanton, his Secretary of War, because he was so homely. Even some of his staunchest supporters agreed that he was the ugliest man they had ever seen.)
2. (c) Franklin Roosevelt, That Man in the White House (because members of the upper class felt that he had deserted his social class in favor of the "forgotten man")
3. (h) Harry Truman, Man of Independence (because of his independent nature and the fact that he was from Independence, Missouri)
4. (d) Theodore Roosevelt, Rough Rider (after the name of his regiment in the Spanish-American War)
5. (g) Andrew Jackson, Old Hickory (he was said to be as tough as hickory)
6. (f) Zachary Taylor, Old Rough and Ready (because of his heroics as a general in the Mexican War)
7. (a) John Adams, His Rotundity (with George Washington at 6 feet 2 inches, and Thomas Jefferson at 6 feet 2½ inches, Adams did seem rather plump in his 5 foot 7 inch frame)
8. (b) Martin Van Buren, Little Magician (because of his political cunning while serving as Secretary of State in Andrew Jackson's first administration)

## Missing

It appears that the "missing part" is the most common English letter. And in the last paragraph, another English letter is beginning to disappear.

## Time Out

1. Miami Dolphins
2. San Francisco 49ers
3. Pittsburgh Steelers
4. Tampa Bay Buccaneers
5. Dallas Cowboys
6. San Diego Chargers
7. Buffalo Bills
8. New England Patriots
9. New York Jets
10. Minnesota Vikings
11. Houston Oilers
12. Los Angeles Raiders

## Double Feature

The films are *High Noon* and *Twelve O'Clock High*.

## Boss Frog

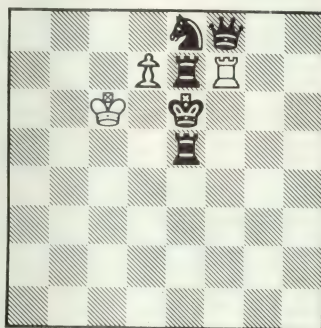
Seventeen. Half of Boss Frog's tribe was missing. Half of that half returned, so at that point three-fourths of his friends were in residence.

Half of these went searching for Boss, leaving three-eighths of the tribe at home. The swimmers and leap-froggers added up to five-sixths of the frogs that stayed behind, so the solitaire player had to be one-sixth of that group.

Therefore, six frogs were still at the pond. Six is three-eighths of sixteen. Add Boss Frog to that number, and you get 17.

## Try Again

This is what the board looked like before White's last move:



White's last move was to capture a black knight on e8 with his pawn on d7, promoting to a queen. Instead, he should have moved the pawn to d8, promoting to a knight, which is checkmate. Note that the black piece on e8 had to be a knight; a queen or bishop would have pinned the white pawn, preventing its advance to d8, and a rook could have captured the promoted white knight, escaping the checkmate.

## Wait Till Next Time!

The next upside-down year will be 6009.

## We All Scream for Ice Cream

Sitting clockwise around the table are: Jenny, Ruth, Dave, and Martin.

Jenny ordered coffee ice cream with marshmallow sauce.

Ruth ordered vanilla ice cream with fudge sauce.

Dave ordered mint ice cream with chocolate sauce.

Martin ordered chocolate ice cream with butter-scotch sauce.

## An Axiom To Grind

An Emulsion Emission: "There's no use crying over spilt milk."

And Everything Gneiss: "Stone walls do not a prison make."

## 50 Cryptic Warm-Up Puzzle

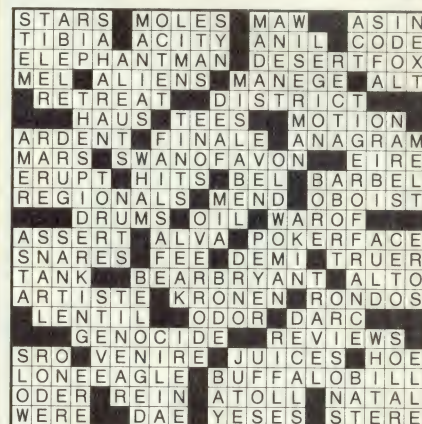
### ACROSS

1. STABLE. The word STABLE in two different senses means "secure" and "place to keep horses."
4. FRANCS. The answer FRANCS (defined as "French coins") has the same sound as FRANKS ("hot dogs"). The words "we hear" suggest the homophone.
6. CARTON. If the word CON ("prisoner") contains the word ART ("painting"), the result is CARTON ("box").
7. POSSES. The word POSSES ("sheriffs' groups") is the word POSSESS ("have") without its final letter. The words "not finished" suggest the curtailment.

### DOWN

1. SOFA. The word SOFA ("furniture") can be found among the letters of "dozenS OF Artifacts."
2. ARAPAHO. The answer ARAPAHO ("Indian") is a combination of A, RAP ("punch"), A, and HO ("laugh").
3. LOCATES. The answer LOCATES is an anagram of the words A CLOSET. The phrase "messed up" suggests the rearrangement of letters.
5. GNUS. The word GNUS ("wildebeests") is the word SUNG ("made some music") backward. The word "up" suggests the reversal, which in this case takes place in a vertical answer in the diagram.

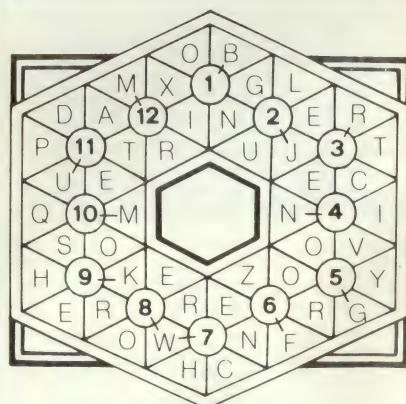
## 49 Sobriquets



## Fake Ad

The fake Ad announced in the Table of Contents was for the earrings and appeared on page 68. Illustration by Bryan Wiggins.

## 53 Beehive



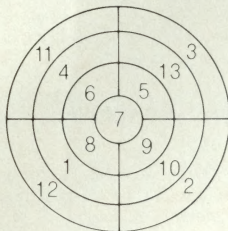


## 56 Double Billing

1. Dale Evans and Roy Rogers
2. Burt Reynolds and Dolly Parton
3. Ronald and Nancy Reagan
4. Captain Kirk and Mr. Spock (William Shatner and Leonard Nimoy)
5. Paul and Linda McCartney
6. John Travolta and Olivia Newton-John
7. Prince Charles and Princess Diana
8. Ed McMahon and Johnny Carson
9. Cheech and Chong

## 53 Magic Circle

The numbers are placed as shown:



## 50 Cryptic Crossword

### ACROSS

- 1 Racine (in + race)
- 4 Opponent (opt + pen no)
- 10 Cinematographer (or the campaigner)
- 11 Union (first letters)
- 12 Addresses (a + D. + dresses)
- 13 Toasting (to + a + sting)
- 14 Redcap (a D.C. Rep.)
- 17 Averse (avers + e)
- 18 Proclaim (P + l + clamor)
- 22 Picketing (E.T. + picking)
- 25 Loped (backward in nationwide POLI)
- 26 Congratulations (also-ran cut got in)
- 27 Suspends (sends + U.S. + p)
- 28 Edison (no side)

### DOWN

- 1 Recount (trounce)
- 2 Candidate (Republican DID A Television)
- 3 Nominates (Minnesota)
- 5 Pagoda (a GOP ad)
- 6 Orate (O + rate)
- 7 Ethos (banquet HOSTess)
- 8 Turns up (runs + put)
- 9 Strain (two meanings)
- 15 Escalated (elect D.A. as)
- 16 Champions (cops in + ham)
- 17 Aspects (a + sect's + p)
- 19 Regale (lager + e)
- 20 Madison (mad + is + on)
- 21 Dieted (die + Ted)
- 23 Canes (CA + Sen.)
- 24 Eerie (e + Erie)

## 16 Cinemath

- A. (*The Seven Year Itch* × *The Magnificent Seven*) – *Friday the 13th* + *The Three Faces of Eve* = *The 39 Steps* (1)
- B. *2001: A Space Odyssey* – *Around the World in 80 Days* + (*Five Easy Pieces* × *The Four Seasons*) = *1941* (3)
- C. (*101 Dalmatians* – *One Flew Over the Cuckoo's Nest*) × '10'14 = *One Million Years B.C.* (4)
- D. (*Stalag 17* + *The Three Musketeers*) × *The Ten Commandments*<sup>3</sup> = *20,000 Leagues Under the Sea* (2)

Picture Credits: *Around the World in 80 Days*, *Five Easy Pieces*, *Friday the 13th*, *Stalag 17*, and *The Three Faces of Eve* from Movie Still Archives.



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## 22 Film Flam

1. *His Girl Friday*

Bruce: I sort of like him. He's got a lot of charm.  
Hildy: He comes by it naturally. His grandfather was a snake.

2. *Airplane!*

Elaine: Poisoned? Surely you can't be serious!  
Dr. Rumak: I am serious. And stop calling me Shirley.

## 62 Eyeball Benders

- Home fries
- Airplane window
- Cymbal
- Feathers of a cardinal
- 45 r.p.m. record disks
- Chocolate chip cookies
- Bottom of flower pot
- Jet engine

Photo credits: 1 and 4, Bruce Thomas; 2, Suely Sinto; 3 and 5, Kimberly Butler; 6, Jack Abraham; 7, Julia Gorton; 8, Geoffrey Gove.

## 24 Quote Quest

- The purpose of life is the expansion of happiness. *Maharishi Mahesh Yogi*
- You only live once, but if you work it right, once is enough. *Fred Allen*
- Progress might have been all right once but it's gone on too long. *Ogden Nash*
- Whoever named it necking was a poor judge of anatomy. *Groucho Marx*
- Friendship is a single soul dwelling in two bodies. *Aristotle*
- An actor is a sculptor who carves in snow. *Edwin Booth*
- Facts do not cease to exist just because they are ignored. *Aldous Huxley*

## 14 Hexed Signs

The only sign with perfect symmetry is D.

Here is why each of the others fails:

- Sign A: one acorn is missing crosshatching.  
B: red and blue colored dots in triangles are not correctly paired.  
C: colors on one of the small blue-and-green points should be reversed.  
E: centers of two lower flowers bend in opposite directions.  
F: upper right flower is missing center petal.  
G: number of dots on central tail feathers differs.  
H: one set of yellow dots in the center of the flowers has black on the wrong side.  
I: right bird has extra toe.  
J: right unicorn has open mouth.  
K: directions of hearts is asymmetric.  
L: upper right teardrop should be reversed.  
M: one yellow star has an extra point.

## 26 Hold It!

- |      |      |       |       |
|------|------|-------|-------|
| 1. H | 5. A | 9. C  | 13. E |
| 2. D | 6. N | 10. I | 14. G |
| 3. K | 7. F | 11. M | 15. P |
| 4. O | 8. L | 12. B | 16. J |

## 52 Double Cross

- |                 |               |
|-----------------|---------------|
| A. UNMITIGATED  | M. MISHMASH   |
| B. MUTTONCHOPS  | N. ESTIMABLE  |
| C. BUTTERFLY    | O. ODIN       |
| D. EMISSIONS    | P. FLAMBOYANT |
| E. RINSING      | Q. TAP-IN     |
| F. TWINS        | R. HEAVY-DUTY |
| G. OVATIONS     | S. EVANSTON   |
| H. ELIGIBLE     | T. RIGIDITY   |
| I. CHOREOGRAPHY | U. OATMEAL    |
| J. OASTS        | V. SWATOW     |
| K. NORMANDY     | W. ELAND      |
| L. ASPHYXIAE    |               |

His explanation . . . seemed to me at that point so obvious that my humiliation at not having discovered it by myself was surpassed only by my pride at now being a sharer in it, and I was almost congratulating myself on my insight.—Umberto Eco, *(The) Name of the Rose*

## 59 Shelf Analysis

- Ripley's Believe It or Not* (15th Series)
- Death on the Nile*, by Agatha Christie
- Los Angeles Yellow Pages
- Children's handwriting workbook (*Kindergarten Skills*)
- Tokyo guidebook (*Fodor's Tokyo and Vicinity*)
- The Bible
- Household-hint book (*Mary Ellen's 1,000 New Helpful Hints*)
- 1984, by George Orwell
- A Streetcar Named Desire*, by Tennessee Williams
- Calorie counter (*Calorie Counter for 6 Quick-Loss Diets*)
- Roget's Thesaurus*
- Spanish-English phrase book (*Berlitz Spanish for Travellers*)
- Answer sheet page, Law School Admission Test (LSAT) review book
- Home repair book (*All About Basic Home Repairs*)
- Contents page, *The Complete Works of William Shakespeare*
- High-school yearbook
- Etiquette book (*Emily Post's Complete Book of Wedding Etiquette*)
- Gray's Anatomy*
- Guinness Book of World Records* (1981)

This puzzle is based on an idea by Steven Clar.

## COMING DISTRACTIONS

## DECEMBER

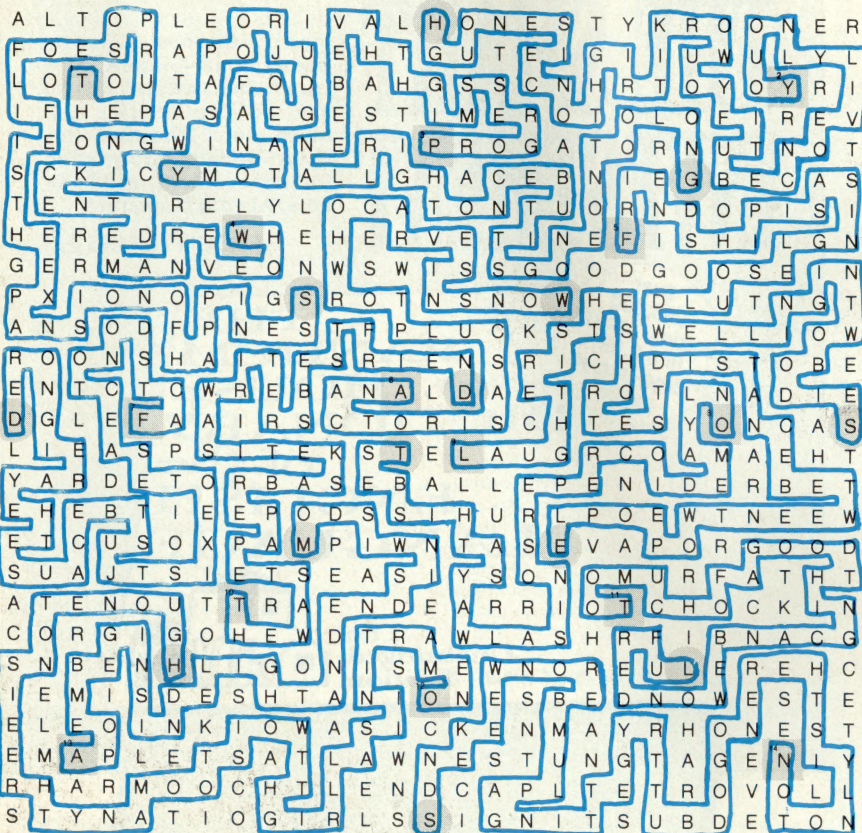
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